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# Badge Quest

**COMPLETE GAMEBOOK**



**A HORROR ROLEPLAYING GAME... WITH COOKIES.**

UNCOMMON ADVENTURES • 1

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## **COMPLETE GAMEBOOK**

A HORROR ROLEPLAYING GAME... WITH COOKIES.



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# Table of Contents

Foreword .....	5
Chapter 1. Game Overview.....	6
Character Creation .....	8
Game Rules .....	12
Chapter 2. Game Mastering.....	19
Game Time .....	19
Preparation Time.....	20
Game Modes.....	20
Narration .....	21
Pacing.....	22
Props .....	23
Improvising.....	23
Troubleshooting .....	24
Chapter 3. Cookie Selling Season .....	25
Selling Season Begins.....	25
Sales Days.....	25
Mystery Hooks .....	26
Solving Mysteries.....	26
Rewards.....	27
Season's End .....	27
Chapter 4. Mysteries .....	29
1527 Lulu Avenue .....	30
Boys Are Gross .....	32
Brain Juice .....	34

## Table of Contents (Cont'd)

Cat Burglars.....	36
Cretaceous Crisis .....	38
Dandelions .....	40
Dreamweavers .....	42
Dwellers in the Lake .....	44
Kevin the Reaper.....	46
Let's Get Pie at Bram's .....	48
Mrs. Mayfield's Secret .....	50
The Meanie Dead.....	52
My Doll, Abby .....	54
The Mystic Masquerade .....	56
Robo-Teacher.....	58
Seven Daniel Kims.....	60
The Thing in the Woods .....	62
The Twilight Globes .....	64
Was it a Rat I Saw? .....	66
The Weeping Fog .....	68
Chapter 5. Friends and Enemies.....	70
Helpers.....	71
Friends and Enemies (List).....	71
Appendix A. Random Events .....	88
Appendix B. Random Names.....	92
Index .....	93
Character Sheet.....	95



### “I’ll take four boxes, please…”

As of this writing, I’ve been a professional content creator for about six years or so. The majority of my efforts have been in the tabletop roleplaying space, particularly Fifth Edition. In early 2023, Fifth Edition creators suffered a bit of a setback as the company that “owns” the rules for Fifth Edition decided to pull the rug out from under our feet and make it difficult to continue doing what we loved. And although that’s since been resolved, I decided to turn my attention to other game concepts.

One day, I saw a meme that jokingly poked fun at how “aggressive” cookie selling scouts can be during cookie season. Musing on this concept, I posted on my Instagram that it would be fun to make a roleplaying game where the players played scouts who, in between selling cookies, had to solve

Scooby-Doo/Nancy Drew-style mysteries. People really seemed to dig the concept and immediately told me, “Yes. Make that.”

So, I did.

It’s been an exciting journey creating this book for everyone. It’s especially fun to see so many different folks getting excited about it from all spectrums of the gaming industry. I’ve even had people tell me that they’re excited to introduce the game to their daughters who really don’t have too many games designed with them in mind. And I think that’s really cool. So thank all of you.

I’d also like to offer a special thanks to the artists involved in this project, especially Matias who made the cover and Rick who did a lot of the interior art, including the one on this page. Y’all really helped me bring this to life.

—DMDave



## Chapter 1. Game Overview

Welcome to *Badge Quest*, a tabletop roleplaying game where you and your friends take on the roles of girls in the youth organization called the Brave Blossoms. The Brave Blossoms are a group designed to empower girls by promoting courage, confidence, character, leadership, entrepreneurship, and active citizenship through activities such as camping, community service, learning first aid, and earning badges by acquiring practical skills.

In *Badge Quest*, it's cookie selling season for the Brave Blossoms, and your troop has been tasked with going door-to-door in your neighborhood to sell your signature cookies, the delicious Blossom Biscuits. But as you and your fellow Blossoms work to sell the most cookies of all the troops, you'll encounter a variety of supernatural creatures, unusual neighbors, and other oddities.

The game is designed to be easy to learn and play. In just 2-4 hours, you and your group can learn the game, create your characters, and play a full session. The rules are simple and intuitive, allowing you to focus on the fun of solving mysteries and selling cookies.

### What do you need to play?

Here's everything you need to get started playing *Badge Quest*.

- This book
- Paper and pencils
- A bunch of six-sided dice (ideally four per player, but everyone can share if necessary)

## What is a roleplaying game?

A roleplaying game, or RPG, is a game in which players take on the roles of characters in a fictional world and work together to tell a story. The game is typically run by a Game Master (GM), who creates the world and sets up challenges and obstacles for the players to overcome.

In *Badge Quest*, each player takes on the role of a Brave Blossom, and together they work to solve supernatural mysteries in their neighborhood while also selling cookies. The GM sets up the mysteries, provides information and clues, and plays the roles of any non-player characters (NPCs) the players' Blossoms may encounter.

## How do the dice work?

The players take turns describing their actions and making decisions for their characters (called Blossoms) based on the information provided by the GM. When there is a degree of uncertainty in a course of action, the GM may call for a dice pool roll.

In *Badge Quest*, each Brave Blossom character has three abilities: **Skill**, **Toughness**, and **Charm**. Each of these abilities has a number from 1 to 4, which represents the character's level of ability or proficiency in that area.

When a Brave Blossom wants to attempt a task where there is an element of uncertainty or risk, they roll a number of six-sided dice equal to the corresponding ability. For example, if a character wants to use their Toughness to quickly run through a dangerous area, they would roll a number of dice equal to their Toughness score.

The GM then sets a target number (TN)



for the task, typically a number between 4 and 6. This target number represents the level of difficulty or challenge of the task. For example, if the Blossom is trying to evade a group of angry junkyard dogs, the GM might set a target number of 5 to represent the dogs' ability to track the Blossom's movements.

The character achieves a success if any of the dice they rolled are equal to or greater than the target number. For example, if the character rolled three dice for their Toughness and got results of 3, 5, and 6, they would achieve a success because the 5 and 6 are both equal or greater than the target number of 5. All a character needs is one success to succeed, but sometimes having additional successes grants the character additional boons.



# Character Creation

Before embarking on your cookie selling adventure, you will create your own unique and capable Blossom using the following steps.

1. Randomize your starting badges using the tables below.
2. Assign your ability scores.
3. Choose or roll for an archetype, or you can be a Budding Blossom (no class).
4. Roll for a special item.
5. Choose or roll on the personality tables
6. Pick a name and age for your Blossom.

## Starting Badges

In *Badge Quest*, badges represent the Brave Blossom's expertise in certain basic aptitudes and activities, such as chess, archery, or sales. At the start of the game, all Brave Blossoms

d6	Badge	Benefit
1	Cooking	You and your fellow Blossoms recover 1 extra damage per day.
2	Drama	+1 die to Charm tests made to deceive other people.
3	First Aid	You automatically pass Skill tests made related to using first aid kits.
4	Hiking	+1 die to Toughness tests made related to stamina and survival.
5	Knot Tying	+1 die to Skill tests made that use hand and eye coordination.
6	Sleuthing	+1 die to Skill tests made to notice small details and solve puzzles.

have two starting badges, which represent the skills and activities that they have learned prior to the start of the game. While the rules recommend randomizing the starting badges for a more unpredictable and fun experience, players are free to choose any two badges that they like.

## Assign Ability Scores

All Brave Blossoms have three important ability scores.

### Skill

This score represents a Blossom's general expertise and proficiency in practical skills and knowledge, such as hunting for clues, aiming slingshots, or playing chess. A character with a high Skill score is likely to be good at a variety of tasks and may have a wide range of talents to draw on.

d6	Badge	Benefit
1	Archery	+1 die to Skill tests made to use ranged weapons.
2	Astronomy	+1 die to Skill tests made related to recalling facts and details.
3	Dancing	+1 die to Toughness tests made to perform athletics and acrobatics.
4	Martial Arts	+1 die to Toughness tests made to punch and kick.
5	Public Speaking	+1 die to Charm tests made related to persuasion.
6	Sales	+1 die to Charm tests made to sell goods and services.

## Toughness

This score represents a Blossom's physical and mental resilience, endurance, and fortitude in the face of challenges. A Blossom with a high Toughness score is likely to be able to withstand physical stress and may be good at enduring hardship, staying on their feet in combat, or resisting pain.

## Charm

This score represents a Blossom's social savvy, charisma, and ability to interact with others in a positive way. A Blossom with a high Charm score is likely to be persuasive, likable, and able to inspire trust and cooperation in others. They may be good at making friends, negotiating deals, or getting others to follow their lead.

## Ability Points

You start with 6 ability points to spread out between your Blossom's three abilities. Each ability must have a minimum score of 1 and cannot have a score exceeding 3. A score of 2 is considered average. For example, your Blossom could have Skill 2, Toughness 2, and Charm 2, or Skill 3, Toughness 2, and Charm 1, and so on. Although 3 is the highest a Blossom's ability score can be during this step of character creation, their archetype may increase it to 4.

## Carrying Capacity

Your Blossom can carry a number of normal-sized items equal to twice her Toughness score without a problem. For each item exceeding that threshold, when testing any abilities, the target number increases by 1 (from 5 to 6, etc.). This could make some tests impossible if it increases



the target number to 7 or higher. It is impossible for a Blossom to carry more than four times her Toughness score.

## Archetype

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An archetype is a predefined character concept that you can use to create your Brave Blossom character. Each archetype grants a bonus to one or more of your ability scores, as well as a special feature representing your Blossom's innate talents.

### 1 - The Leader

You are a natural leader with a commanding presence.

- Increase your Toughness or Charm score by 1, to a maximum of 4.
- You have a number of leadership dice equal to your Charm score. Whenever a fellow Blossom makes a test, you can

give them one of your leadership dice to add to their dice pool for that test. Once you use a die this way, it is expended. You regain all expended leadership dice after you complete a rest.

## 2 - The Scout

You are naturally proficient at outdoor survival and exploration.

- Increase your Skill or Toughness score by 1, to a maximum of 4.
- After you roll dice to make a test related to outdoor survival and exploration, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

## 3 - The Entrepreneur

You are naturally good at business and making cookie sales.

- Increase your Skill or Charm score by 1, to a maximum of 4.
- You double the result of all of your daily Cookie Sales checks.

## 4 - The Athlete

You are naturally proficient at physical activities such as sports.

- Increase your Skill or Toughness score by 1, to a maximum of 4.
- After you roll dice related to performing a physical activity, such as climbing, swimming, or even fighting, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

## 5 - The Detective

You are naturally proficient at investigating mysteries and solving complicated puzzles.

- Increase your Skill or Charm score by 1, to a maximum of 4.
- After you roll dice related to making observations or solving puzzles, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

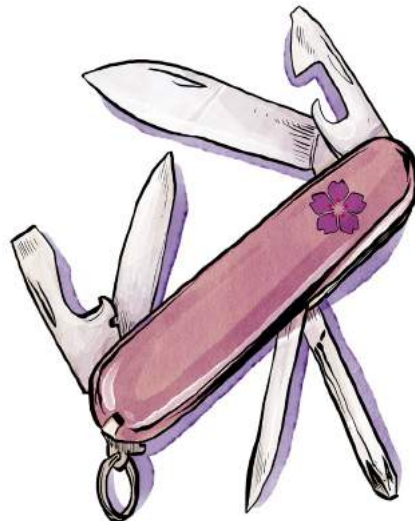
## 6 - The Enforcer

You are naturally intimidating and strong.

- Increase your Toughness or Charm score by 1, to a maximum of 4.
- During a Scrap, enemies test for morale every round so long as they can see you.

## Budding Blossom

A Budding Blossom is a Brave Blossom that has yet to find her niche: a jack-of-all-trades, but master of none. Increase two different ability scores of your choice by 1, each to a maximum of 4.



## Special Item

All Blossoms start with a special piece of equipment. Choose from or roll on the table below. Equipment grants extra dice, which are added to your dice pool when making tests.

## Your Story

Your Blossom's story helps give you a sense of her personality and demeanor, as well as how easy it is for them to get into trouble. Choose from or roll once on each of the tables below. Then, use these notes to create a story for your character.

d6	Item	Benefit
1	Field Guide	+1 die to Skill tests made to perform survival and exploration tests.
2	Slingshot	Mid-range/1 damage.
3	Swiss Army Knife	+1 die to Skill tests made to make repairs, build things, etc. 4. Deals 1 damage.
4	Lucky Charm	Once per day, add +1 die to a test of your choice.
5	Wagon	Can carry 10 additional normal-sized items.
6	First Aid Kit	The kit has 6 uses. You can expend a use to heal yourself or fellow Blossoms. To do so, you must succeed on a TN 5 Skill test.

d6	Personality
1	Curious
2	Empathetic
3	Optimistic
4	Perfectionist
5	Rebellious
6	Shy

d6	Upbringing
1	Challenging
2	Enigmatic
3	Multicultural
4	Privileged
5	Sheltered
6	Unconventional

d6	Flaw
1	Arrogant
2	Bully
3	Dishonest
4	Impatient
5	Insecure
6	Stubborn

# Game Rules

This section covers all the rules necessary to play the *Badge Quest* game.

## Making Tests

Tests in *Badge Quest* are used to determine the outcome of actions or events when there is a degree of uncertainty or risk involved. When a player wants their character to attempt something that is not a guaranteed success, such as climbing a wall, negotiating with a stubborn customer, or searching for hidden clues in a haunted house, the Game Master will ask them to make a test.

Before the test begins, the GM determines the difficulty of the test and sets a target number (TN), a number between 2 and 6. The GM also assigns one of the three ability scores to the test.



Target Number (TN)	Difficulty
2	Extremely Easy
3	Very Easy
4	Simple
5	Moderate
6	Difficult

The player then creates a dice pool. The dice pool includes one d6 for every point they have in the associated ability score as well as bonus dice gained from badges, equipment, and any other benefits. The GM may also grant penalties to the dice if the Blossom is in a situation that could hamper her ability, such as trying to run down an icy street or trying to make sale in the middle of a loud, crowded room.

Once the player creates their dice pool, they roll all of the dice. If any of the dice rolled meet or exceed the target number for the test, the player's Blossom succeeds. If the player rolls the dice and none of the dice equals or exceeds the target number, the player's Blossom fails the test.

A player only needs one die to meet or exceed the test, but additional dice that qualify may grant the character additional boons and benefits, as determined by the Game Master.

For example, Jill's Blossom Martha wants to jump across a wide creek. The GM asks Jill to make a Toughness test since it would require physical effort on Martha's part. The GM sets the target number to 5, meaning that the test is of moderate difficulty.

Martha has a 3 in Toughness and also has

the Sports badge, which grants her +1 die on Toughness checks made to perform physical activities. This means that Martha has a total of four dice in her pool—three from her toughness and one from her Sports badge. Jill rolls her dice and comes up with 1, 1, 3, and 5. She got a 5 which matches the GM's target number, so that means she succeeded on the jump.

## Scraps

Whenever you and your fellow Blossoms need to protect yourselves or fight a hostile enemy, you get into a Scrap. Scraps happen in a series of rounds; a round is usually equal to roughly 6 seconds of game time. During a round, a Blossom may move from one normal-sized area to another (from a bedroom to the living room, or from one area measuring 30 feet by 30 feet to another, etc.) and take one action. However, if the Blossom decides to run during the Running Phase, running takes up her whole turn.

The typical Scrap plays out as follows.

### 1 - Initiative

At the start of a Scrap, all of the Blossoms make a TN 5 Skill test. If half or more of the Blossoms succeed on the test, the Blossoms go first during each phase of the Scrap. Otherwise, the enemies go first during each phase of the Scrap.

### 2 - Declaration Phase

When a new round begins, everyone involved in the Scrap declares which phase they want to act in that round.

- **Thinking Phase.** Scrap participants that act during the Thinking Phase use wit and creativity to find a non-violent



solution to the situation at hand. This may involve negotiating with enemies, distracting them, or finding a way to avoid conflict altogether.

- **Running Phase.** Scrap participants that act during the Running Phase disengage from combat and flee the scene. This may be necessary if the Blossoms are outnumbered, outmatched, or simply need to retreat in order to regroup and come up with a new plan. They might also try to maneuver around an enemy to get to where they want or even try to catch an enemy that's fleeing from them.
- **Fighting Phase.** Scrap participants that act during the Fighting Phase make and dodge attacks. This may be necessary if negotiation or retreat are not options, or if the Blossoms are defending themselves or others from harm.



### 3 - Thinking Phase

The Thinking Phase happens before the Running and Fighting phase, giving the Blossoms (or their enemies) a way to talk or think their way out of the Scrap.

**Talking.** If a Blossom wishes to talk her way out of a Scrap, she must improve the enemy's disposition (see the table below). The Blossom may make a TN 5 Charm test to improve the enemy's disposition (from Hostile to Unfriendly, Unfriendly to Indifferent, and so on). Enemies that want to fight are usually Hostile or Unfriendly.

If you aren't sure what the enemy's starting disposition is, it is automatically Indifferent.

**Thinking.** To think their way out of a situation, the Blossom player must describe to the GM what they want their Blossom to do. If the GM finds the player's plan acceptable, they then set a test for the Blossom to perform. If the Blossom succeeds on the test, the Blossom finds a way out of the situation and avoids a fight.

Disposition	Attitude
Hostile	They only want to fight.
Unfriendly	They will fight if provoked and won't take requests.
Indifferent	They only take requests if the request is reasonable.
Friendly	They take most requests without issue unless the request is dangerous.
Loyal	They will do anything for the Blossom, including doing something that could endanger themselves.

Thinking could involve creating a distraction, setting off a trap, shouting to a nearby police officer for help, shoving the enemy into a pond, and so on.

**Resolve.** Sometimes, the enemies try to talk their way out of fighting with the Blossoms, or they want to convince the Blossoms to take a specific course of action. When this happens, and the Blossom player doesn't want to listen to the enemy, the Blossom must make a TN 5 Charm test to resist the request. If the test succeeds, the Blossom ignores the request and may continue doing what her player wants to do for the remainder of the Scrap round. Otherwise, the Blossom must concede to the enemy's request or take 1 Charm damage.

**Special Attacks.** Some enemies have attacks that they can make during the Thinking Phase. The Blossom must defend herself the same way she would during the Fighting Phase (see page 15).

## 4 - Running Phase

If a Blossom doesn't want to talk or think her way out of the situation, she can attempt to run. Running can mean fleeing from a dangerous enemy, or it can even mean running past an enemy to get where they want to be. The GM determines whether or not the enemy chases after the Blossom. If the enemy doesn't choose to chase the Blossom, the Blossom automatically runs away.

Alternatively, an enemy might flee, and the Blossom may have to chase them. Regardless of the situation, the Blossom player makes the same test.

The Blossom must make a TN 5 Toughness test. If the test succeeds, the Blossom escapes, maneuvers past the enemy, or catches a fleeing enemy. Otherwise, the Blossom is caught and the Scrap continues, or the enemy escapes and the Scrap ends.

## 5 - Fighting Phase

The final phase of a round is the Fighting Phase. Any enemies or Blossoms that didn't want to talk, think, or run must take their turn making attacks if they are still able to.

**Melee Attack.** A Blossom that wishes to attack with a hand-to-hand weapon, like a switchblade, baseball bat, punch, or kick, must make a TN 5 Toughness test. On a success, the Blossom deals damage appropriate for the chosen weapon.

**Ranged Attack.** A Blossom that wishes to attack with a ranged weapon, like a slingshot or BB gun, must make a TN 5 Skill test. On a success, the Blossom deals damage appropriate for the chosen weapon.

**Defense.** The Blossom players also roll to defend themselves against enemy attacks. The Blossom player must make a TN 5

Toughness test. If the test succeeds, the Blossom avoids the attack. If the test fails, the Blossom takes damage from the attack, typically Toughness damage.

**Optional: Crits and Fumbles.** When a Blossom's test results in a success and there is at least one 6, the Blossom scores a crit.

- If the crit happens while making an attack, the Blossom deals 1 extra damage for each six rolled.
- If the crit happens while making a defense test, the Blossom gains one free attack (no matter how many 6s they rolled).

When a Blossom's test results in a failure and there is at least one 1, the Blossom scores a fumble.

- If the fumble happens while making an attack, the Blossom's weapon breaks or is lost.
- If the fumble happens while making a defense test, the Blossom takes 1 extra damage for every 1 rolled.

## 6 - The Scrap Continues

When everyone involved in the Scrap has had a turn, the round ends. Repeat steps 2 through 5 until the Scrap ends.

## Morale

---

When a Blossom wears down her enemies, there is a chance that they will flee or surrender.

Check for morale if the leader of a group is defeated, half the enemy group is eliminated, or a single enemy has only half their HP remaining.

When this happens, the Blossom with the





highest Charm score makes a Charm test against the enemy's morale TN. If the test succeeds, the enemy is demoralized and either flees or surrenders (the GM decides).

## Damage

---

Whenever a Blossom becomes stressed, injured, or embarrassed, she takes **damage**. Damage temporarily reduces one of her ability scores by 1 or more, making it more difficult for the Blossom to perform tests.

- Skill damage is called **stress**.
- Toughness damage is called **injury**.
- Charm damage is called **embarrassment**.

When any one of a Blossom's ability scores falls to 0, they become **exhausted**. When a Blossom is exhausted, the Blossom can't take any further actions because they are too stressed, too injured, or too embarrassed to continue for that day. The Blossom may return to action after they regain at least 1 point in the exhausted

attribute either through healing or rest.

Note that there is no "death" in the *Badge Quest* game. Of course, missing out on a day of cookie sales during the height of cookie season is arguably a fate worse than death!

## Enemies and Damage

Enemies don't have ability scores. Instead, they have hit points (HP). When an enemy's HP falls to 0, they are knocked unconscious, stressed to the point of tears, or humiliated. Whatever the explanation, they can no longer fight.

## Rest

---

A Blossom can recover some of her lost ability scores by resting. Resting requires a full night's sleep, a good meal, and a little time for self-care. At the end of the rest, each of her damaged ability scores improve by 1 point. The Blossom also regains use of any abilities that were expended during the cookie selling day. Fully recovering from damage might take multiple days.

## Weapons

In the Blossoms' adventures, the girls may encounter situations where they need to defend themselves. They may not have access to firearms or other dangerous weapons, but they can use their ingenuity and resourcefulness to create simple, effective weapons using everyday objects.

The table below shows the most common weapons available for the Blossoms.

**Ammunition.** A weapon with the ammunition property can't be used unless the Blossoms have the right type of ammunition for it.

**Range.** Weapons have three types of range: short, mid, and long. A short-range weapon can only be used against targets in

the same area as the Blossom. Mid-range weapons can be used against targets in the same square plus one area away. And long-range weapons can be used against any target that the Blossom can see up to five areas away (roughly 150 feet).

**Thrown Weapon.** A Blossom that uses a thrown weapon, like a rock, can make ranged attacks with the weapon using her Toughness score instead of her Skill score.

## Equipment

A Blossom is nothing without some cool gear and gadgets. The table on the next page includes a list of some of the items that the girls can purchase with their hard earned cookie sales money.

Weapon	Damage	Price	Special
Baseball bat	2	\$40	
BB gun	1	\$70	Long-range, requires ammunition
Fire cracker (10)	0	\$10	The enemy must make a morale check
Pepper spray (10 uses)	1	\$60	The enemy must make a morale check with a -1 to the TN
Punch and kick	1	—	—
Rock	1	—	Short-range, thrown weapon
Slingshot	1	\$25	Mid-range, requires ammunition
Swiss Army Knife	1	\$25	+1 die to Skill tests made to make repairs, build things, etc.
Switchblade	2	\$40	—
Water balloon (10)	1	\$10	Deals embarrassment damage only

Equipment	Price	Effect
Bicycle	\$100	+2 dice to Toughness checks made to run away from a Scrap
Binoculars	\$20	See things from a distance
Canteen	\$10	Holds 32 oz of water
Cell phone	\$75	Make phone calls
Cookie sales sign	\$10	+1 die to cookie sales checks for one week
Field guide	\$20	+1 die to Skill tests made related to survival and exploration
First aid kit	\$30	The kit has 6 uses. You can expend a use to remove 1 Toughness damage. To do so, you must succeed on a TN 5 Skill test
Flashlight	\$15	Light the way in the dark
Lucky charm	\$10	Once per day, add +1 die to a test of your choice
Rope (50-feet)	\$20	Use it to climb, rappel, or restrain
Signal mirror	\$10	Send signals over long distances
Snacks	\$5	Useful for sleepovers and long trips
Tent	\$100	Camp outdoors (holds 4 people)
Trading cards	\$10	Give away to add +1 die to Charm tests made with other kids
Wagon	\$30	Can carry 10 additional normal-sized items
Walkie-talkie (2)	\$60	Communicate from a distance
Whistle	\$5	Blow when you're in danger and help might come



## Chapter 2. Game Mastering

As a Game Master, you are the facilitator and storyteller of the game, and your role is essential in creating an exciting and immersive experience for your players. In this section, we will provide you with tips and guidance on how to run a successful game of *Badge Quest*, including how to prepare for a game session, the different modes of play, and ways to troubleshoot common game problems. Armed with this knowledge and the resources provided in this book, you'll be able to create memorable adventures for your Blossoms and guide them on exciting mysteries in their town.

### Game Time

In *Badge Quest*, the typical game session is designed to last about 4 hours. The first half hour of the session is dedicated to setting up

the game and getting players acquainted with the rules and their characters. This is a good time to review any notes or materials that players may need to be familiar with in order to fully engage with the mystery at hand.

The bulk of the game will take place over the next three hours, during which time players will explore, investigate, and interact with the world and the characters within it. During this time, players will work together to solve the mystery and earn badges for their accomplishments.

The final half hour of the session is reserved for wrapping up the mystery and winding down the game. This is a great time for players to reflect on their accomplishments, share their favorite moments from the game, and provide feedback to the Game Master on what

worked well and what could be improved. This is also the time where the Game Master rewards the players for their gameplay.

The mysteries included in the *Badge Quest Complete Gamebook* are written with this session time in mind, so players should be able to fully engage with the story and solve the mystery within this timeframe.

## Preparation Time

Assuming the GM knows the rules, it usually only takes 30 minutes to an hour to prepare for a session of *Badge Quest*. The book includes all the resources that the Game Master needs to run the game, including character sheets, rules, and monsters.

To prepare, the Game Master should start by reading over one of the two-page preset mysteries included in the core rulebook. These mysteries include bolded text which refers to friends and enemies detailed in the book's appendix. The Game Master should familiarize themselves with these NPCs and monsters.

In addition, the Game Master should brainstorm a few ideas to incorporate parts of the Blossoms' backgrounds, motivations, and personality quirks into the story. This will make the game more engaging and immersive for the players.

Finally, the Game Master should review the improvisational aids from the book, such as tables and tips, to help with any unexpected actions the characters might employ.

## Game Modes

*Badge Quest* includes five distinct modes of play to provide a diverse gaming experience for players.



### Setup Mode

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The first mode is the Setup, where the Game Master explains the game and provides any necessary details about the setting.

### Exploration Mode

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The Exploration mode allows the Blossoms to explore their town or neighborhood and begin making cookie sales for that day. This may also lead to the introduction of one of the mysteries that the Blossoms will attempt to solve.

### Roleplaying Mode

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The third mode is Roleplaying, where the Game Master and Blossoms engage in conversation as their characters, potentially

making checks as needed to progress the story.

## Scrap Mode

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Scrap, the fourth mode, is when the Blossoms encounter a hostile enemy and have to think, talk, run, or fight.

## Downtime

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Finally, downtime is the mode where the Blossoms spend time resting or performing mundane actions that the Game Master can describe with less detail.

## Narration

To make the *Badge Quest* session as enjoyable as possible, it is essential to narrate the game well. Here are some tips to help you.

## Set the Tone

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Lead by example with high energy and excitement and encourage the players to follow. Players feed off of the energy of the GM, so make sure you set the tone for the game with your attitude and enthusiasm.

## Don't Over Describe

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Use brevity wherever possible: you don't have to describe everything. Just cover the important details. Keep descriptions concise and to the point to help the game move along.

## Rely on Atmosphere

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Set the atmosphere for the mystery by describing emotional overtones, lighting, temperature, texture, and even odor. This



helps to build immersion and add depth to the game world.

## Show, Don't Tell

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Rather than simply telling players what they see or hear, try to show them through the use of descriptive language and sensory details.

## Don't Railroad, Entice

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Allow players to make their own decisions and choices, rather than forcing them to follow a strict path. Entice them with the possibilities and consequences of their choices.

## Consistency is Key

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Be consistent to imbue realism. Be

consistent with the world-building and game mechanics to create a sense of realism and immersion.

## Roleplay

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Roleplay your roles, too! Use different voices and mannerisms to help bring NPCs to life and make them memorable. Put yourself in their shoes and act as they would. If you aren't sure how a certain NPC should act, pretend to be an actor or fictional character you enjoy, then emulate them.

## Use Suspense

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Use suspense... don't give all the answers away. Let the players figure it out. Leave some mystery and uncertainty in the game to keep players engaged and on their toes.

## Pacing

Pacing is essential to a successful game session, and it's important to keep the players engaged and invested in the story. To achieve a good pacing, the following steps should be kept in mind:

## Anticipation

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Build anticipation and tension early on, creating a sense of mystery and intrigue that will keep the players interested. Introduce the problem, and make sure the players are invested in finding the solution.

## Keep the Story Moving

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Always give the characters enough clues and options to lead the story forward—don't let them hit a dead end. Keep the story moving along, so that the players don't lose interest.



## Make the Action Exciting

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Keep Scraps and other tense encounters exciting and quick-paced. Make sure the players feel like they're in danger, and keep the adrenaline flowing.

## Take Breaks, Too

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Take breaks at the end of encounters and other high-adrenaline moments to dissipate the tension a little. Then build back up to keep the players engaged.

## Prepare for the End

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Keep an eye on the clock so you can end the session on a high note (or a cliffhanger) making the players want more. Don't let the story drag on, and make sure the players are left with a sense of excitement and anticipation for the next session.

## Props

Using props can be an effective way to enhance the mood and atmosphere of a game, making the experience more immersive and engaging. Game Masters can use a variety of props to bring the game world to life, including maps, miniatures, illustrations, notes, objects, music, and other atmospheric elements. Maps and miniatures can help players visualize the game world and the location of different characters and objects. Illustrations and notes can be used to provide descriptions of characters, locations, and important items. Objects, such as props and puzzles, can be used to help players solve mysteries and puzzles. Music and other atmospheric elements, such as lighting, temperature, and scents, can be used to create a more immersive game environment.



## Improvising

One important aspect of being a good Game Master in *Badge Quest* is the ability to improvise. Improvisation allows for more fluid gameplay and can lead to some of the most memorable moments in the game. Some players may be intimidated by improvisation, but it doesn't have to be a daunting task. The key is to remain flexible and keep an open mind.

Fortunately, the *Badge Quest* rulebook includes a number of improvisational aids to help players and Game Masters alike.

### Name Lists

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One such aid is lists of names, which can be used to generate a name for an NPC or other character quickly.

### Random Encounters

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Random encounters are also useful for keeping gameplay fresh and exciting. These can include unexpected situations or events that add an element of surprise to the game.

### Mini-Mysteries

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Mini-mysteries or quests can also be useful in helping to move the story forward. These can be used to introduce new characters, settings, or plot points.

### Always Say Yes

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Finally, it's important to remember the "yes, and..." rule of improv. When presented with a suggestion or idea, always say "yes" and build upon it. This encourages creativity and helps to keep the game moving forward.



## Troubleshooting

One of the most important aspects of running a game is troubleshooting. As a Game Master, you may encounter problems such as character death, mistakes in the rules, or encounters that are too hard or too easy. It's essential to be prepared to address these issues.

### Character “Death”

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One common problem is character death. While Blossoms can't technically die, they can be knocked out, which may frustrate the player. As a Game Master, it's essential to be fair and not punish players for bad rolls.

### Own Your Mistakes

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If you make a mistake with the rules or make an encounter too hard, own up to it and adjust on the fly. Players will appreciate your honesty.

## Group Size

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Diversity in the group is important. Every Blossom group should have one Blossom good at Skill, one good at Toughness, and one good at Charm. If you can't get it to be diverse, consider tailoring mysteries that fit their shared strengths while also challenging their weaknesses.

If you have a large group of Blossoms, consider upping the challenges a bit. Add in a few extra enemies or give solo enemies additional hit points. Try not to up the damage too much since all it takes is one bad roll to knock a Blossom out.

### Problem Players

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Finally, problem players can be an issue. Set expectations early on, and don't be afraid to issue ultimatums or ask them to leave if their behavior continues. Try to get a sense of what sort of play styles the players have and try to balance them.



## Chapter 3. Cookie Selling Season

Cookie Selling Season is the central campaign of *Badge Quest*, spanning the months of March and April in the game world (60 total days). During this time, the Blossoms are hard at work, selling cookies door-to-door while also uncovering supernatural mysteries and earning valuable badges. It's a time of fierce competition among the different troops, with each Blossom striving to sell the most cookies and come out on top.

This section details the typical cookie selling season.

### Selling Season Begins

Cookie selling season always starts the first Monday of March and lasts for exactly 60 days. This is the foundation for every campaign in *Badge Quest*. During the cookie

selling season, the Blossoms go door-to-door selling cookies and earning money to fund their various endeavors. It's a time to introduce the players to the mechanics of the game, establish the setting and the NPCs that the Blossoms interact with, and to let the players explore the world. It's also a time to establish the Blossoms' personalities, backgrounds, and motivations. Although the real goal of *Badge Quest* is to solve mysteries and earn badges, the girls still need to make sales to make sure they come out as the best-selling troop in the whole state.

### Sales Days

Each game day of play, the girls go door-to-door selling cookies. At the end of every four hour period of selling cookies, the girls make a **cookie sales check**. A cookie sales



check involves the girls participating in the sale all making a TN 4 Charm test. The girls sell one box of cookies for every success they get. Each sale is worth \$5. The girls can sell for four hours on school days and for eight hours on weekends and non-school days (the last full week of March is always Spring Break). This is the core mechanic of the game, and what the Blossoms do for most of their time.

You don't have to describe every single sale, but feel free to throw in a few random encounters and unusual events for flavor. These are what usually lead to mysteries.

## Mystery Hooks

At some point, the girls might notice something strange going on. This can happen while they're out selling cookies, at

home relaxing, at school, and so forth. This is the **mystery hook**. This is where the game shifts from the cookie selling phase to the mystery-solving phase. It's important to establish the mystery in a compelling way, with enough information to pique the players' curiosity, but not so much that they can easily solve the mystery right away. The hook should be something that's relevant to the Blossoms' interests, whether that's a missing pet, a strange noise in the night, or a weird customer while selling cookies.

## Solving Mysteries

Once the girls get involved with a mystery, they must dedicate at least one four hour period to solving that mystery per day they spend involv'd with it. Note that this takes away from the girls' cookie selling time. This is the meat of the game, where the players get to explore the mystery in more detail, gather clues, and eventually solve the puzzle. The mystery should have a satisfying resolution, with enough twists and turns to keep the players engaged, but not so many that it becomes overwhelming. It's also important to keep the pacing of the mystery moving, with a good mix of exploration, roleplaying, and action.

The girls can stop investigating a mystery at any time, and go back to selling cookies. Of course, if they don't get involved with the mystery, something bad could potentially happen. This is the endgame of the campaign, where the players either solve the mystery or suffer the consequences of not doing so. It's important to establish the stakes of the mystery early on, so the players know what's at risk. It's also important to provide enough clues and opportunities for the players to solve the mystery, while still

maintaining the tension and suspense of the story.

## Rewards

After the Blossoms have solved a mystery, it's time for the rewards phase. The Game Master should award the players with badges that reflect what they accomplished during the mystery. Badges are a big deal to the Blossoms and they're always eager to earn more. The Game Master should describe the badge and its significance, building up the anticipation and excitement for the girls. Additionally, the Game Master should award the girls with additional cookie sales as a reward for their hard work. The girls should feel proud of their accomplishment and eager to take on the next mystery. This is a great opportunity for the Game Master to set up the next hook for the next mystery, keeping the momentum of the campaign going. Alternatively, the Game Master can let the girls go back to selling cookies so they can continue to work toward first prize.

## Earning Badges

In *Badge Quest*, badges are representations of a Brave Blossom's expertise in certain basic talents such as archery, chess, or salesmanship. The badges are earned by completing specific tasks or challenges during gameplay, typically while involved with a mystery.

Earning a badge not only signifies that the character has acquired proficiency in an activity, but it also provides a benefit to the Blossom during gameplay. For example, a Brave Blossom who has earned the archery badge gains one extra die when they make tests related to using ranged weapons.



Each mystery lists at least three different badges that can be rewarded. To earn the badge, the player's Blossom must have completed the mystery and fulfilled the requirements for the badge. For example, earning the archery badge may require the character to make at least one successful ranged attack during the mystery. If the Blossom doesn't meet a given requirement, they do not earn the badge.

A Blossom may not take the same badge more than once. However, some badges might have duplicate effects, which a Blossom may have.

## Season's End

At the end of the cookie selling season in *Badge Quest*, the Blossoms must tally up the unspent cash they have earned from their

sales and compare it to their challengers' earnings to determine their ranking.

To create the challengers, the Game Master generates four other troops and rolls 2d6 for each player participating in the cookie selling season and multiplies the result by 100. For instance, if there are four players, the Game Master would roll 8d6 and multiply each result by 100. Then, the Game Master organizes the troops from highest to lowest and compare the players' Blossom troop earnings to the other troops to determine their final rank.

The Blossoms then earn badges based on their troop's ranking

### First-Place: Gold Seller Badge

When a Blossom earns this badge, she may increase one ability score of her choice by 1 (to a maximum of 4), or gain the benefits of any other badge of her choice (GM's

discretion). She also receives \$100, which she can spend on whatever she likes.

### Second-Place: Silver Seller Badge

When a Blossom earns this badge, she may gain the benefits of any other badge of her choice (GM's discretion). She also receives \$50, which she can spend on whatever she likes.

### Third-Place: Copper Seller Badge

When a Blossom earns this badge, she receives \$25, which she can spend on whatever she likes.

### Fourth or Fifth Place

Unfortunately, there's no reward for fourth or fifth place. Better luck next cookie selling season!



## Chapter 4. Mysteries

The mysteries in *Badge Quest* are the heart of the game, and each one is a unique challenge for the Blossom Scouts to overcome. The next forty pages of this book detail twenty unique *Badge Quest* mysteries for the Game Master to run. The Game Master is encouraged to alter and change the mysteries however much they like to better suit their group. Each mystery has the following elements.

**Synopsis.** The synopsis is a brief summary of the mystery, giving players and GMs a sense of what they'll be up against. It sets up the situation, introduces the major players and conflicts, and hints at the potential dangers that await.

**Background.** The background provides more detail on the history and setting of the mystery for the Game Master. It fleshes out the major characters and factions involved,

and gives a sense of the stakes and consequences of failure.

**Outline.** The outline is a detailed breakdown of the mystery, presented as a series of six plot points. Each plot point outlines a key development in the mystery, from the initial investigation to the final confrontation. These plot points can be used as a guide by the GM to structure the adventure, but they can also be adapted and modified as needed. NPCs and monsters whose names are in **bold** are detailed further in Chapter 5.

**Rewards.** The rewards section details the badges and other benefits that the Blossoms can earn by completing the mystery. Usually, a mystery offers a sales reward, too, a way for the Blossoms to earn far more than they would by simply going door-to-door.



## 1527 Lulu Avenue

The house at 1527 Lulu Avenue has been haunted for decades. The Blossoms finally decide to find out why.

This mystery is intended for three to five Blossoms. Detective and Scout Blossoms will be especially useful in this mystery.

### Background

In the early 1900s, a spiritual medium named Madam Marie used to attract spirits to her home at 1527 Lulu Avenue. Unfortunately, during one séance, just as she was getting started, Madam Marie suffered a heart attack and died, leaving the door to the spirit world open. Protective magical sigils inside her home kept the spirits from leaving the house, but they continued to haunt the area. Now, over 100 years later, a real estate developer named Harvey Freeman wishes to demolish the house to make way for a new street of suburban homes. Little does he know that doing so would free all the spirits in the house, letting them run amuck.

## Outline

This mystery could play out as follows.

### 1 - Knock Knock

The mystery begins when the girls are out selling cookies. After a particularly slow selling day, someone dares the girls to go sell cookies at 1527 Lulu Avenue, the creepy haunted house that no Blossom dares enter. There are signs on the windows and doors notifying that it's scheduled to be demolished by Freeman Construction.

While outside the house, one of the Blossoms spots a woman in one of the windows. She mouths something to them. A successful TN 5 Skill test reveals that the woman said “protect the seals.”

### 2 - The Mystery of Madam Marie

If the Blossoms think to do research on 1527 Lulu Avenue, a successful TN 5 Skill test reveals the the house once belonged to a psychic medium named Madam Marie. Marie died during a séance. Pictures of Marie reveal that it was the same woman they saw in the window.

### 3 - Returning to Madam Marie's

If the girls return to 1527 Lulu Avenue, they can easily break into the home by prying away some boards with a successful TN 4 Toughness test, or pick the lock to enter with a successful TN 5 Skill test. They experience many strange and scary occurrences from all the **ghosts** that are there. Before they're frightened out of the house, the ghost of Madam Marie intervenes. Marie explains that she left the door to the spirit world open when she died. Now that she's a ghost, she can't close it.

The only thing keeping the town safe are the sigils she placed around the house before she died, which are keeping the ghosts trapped inside. But if Freeman Construction bulldozes the house, it will set the spirits free.

Even if the Blossoms don't return to Madam Marie's, she uses her residual psychic power to visit one of them in her dreams.

## 4 - Stop the Bulldozers

The Blossoms can confront the **adult** owner of Freeman Construction, Harvey Freeman. No matter how much coaxing they try to do, Mister Freeman ignores their pleas to not demolish the house, skeptical that it's haunted. He does offer to purchase a few boxes of cookies, however.

## 5 - Demolition Day

Eventually, the day for demolition comes, with plenty of **adults** armed with sledgehammers, jackhammers, bulldozers and backhoes. The girls will need to think of a clever way to stop the demolition from happening, or they will unleash the spirits trapped in Madam Marie's on the town.

## 6 - Ghost Explosion

If the girls fail to stop the construction workers, the ghosts escape the moment that the sigils collapse. Their escape creates quite the spectacle that even Mister Freeman can't deny. Ghosts terrorize the girls' town for the next few weeks, creating all sorts of opportunity for them to use their detective skills to trap and return them to the spirit world. They may need to call on the help of some of their friends.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Locksmith Badge

**Earn by:** Succeeding on a Skill test made to open a lock.

**Benefit:** +1 die to Skill tests made to open locks.

### Lipreader Badge

**Earn by:** Reading someone's lips or communicating without words.

**Benefit:** +1 on Skill tests made to read lips or communicate without using words.

### Researcher Badge

**Earn by:** Succeeding on a Skill test to perform research on a subject related to the mystery.

**Benefit:** +1 die on Skill tests made to perform research.

### Sales Badge

**Earn by:** Earning \$20 or more selling cookies in one day.

**Benefit:** +1 die to Charm tests made to sell goods and services, including cookie sales.

### Sales Rewards

Harvey Freeman offers to buy some cookies pretty early in the adventure, purchasing 4d6 boxes of cookies. If Freeman's construction workers release the ghosts, he offers to buy 8d6 boxes, hoping the large sale will keep them quiet.





## Boys Are Gross

The boys at the girls' school and in their neighborhood contract a virus that turns them into mindless zombies.

This mystery is intended for three to five Blossoms. Detective and Entrepreneur Blossoms will be especially useful in this mystery.

## Background

There's a new boy at school named Oliver. Oliver is secretly a researcher from the planet Zorath. His people have been studying different species for generations and are fascinated by humans, specifically teen and preteen boys. They are intrigued by their strange behavior and social dynamics. However, in order to study them properly, they must shut down most of their brain functions. Oliver develops a special virus that can only affect boys between the ages of 12 and 16. The virus shuts down most of their brain functions, turning them into mindless zombies, making it easier for Oliver to study them.

## Outline

This mystery could play out as follows.

### 1 - Oliver the Transfer Student

A new student named Oliver transfers to the Blossoms' school. One of the Blossoms' counselors assigns them to help Oliver learn more about their town and its people. Oliver seems very interested in science. However, he's very strange and off-putting, and doesn't seem to understand social norms.

### 2 - Outbreak

Boys in the school start to exhibit peculiar habits. They seem less enthusiastic than normal, shuffling to and fro and speaking only in monosyllabic phrases and grunts. It starts with a few boys and then within a week it seems to affect all the boys at the school. The only exception seems to be Oliver, who continues to tag along with the girls, asking questions about science and human biology.

### 3 - Oliver is an Alien

One of the girls stumbles on Oliver changing clothing. At first, she may seem embarrassed, but then that feeling turns to horror when she sees that Oliver isn't changing his clothes—he's putting a human mask over his alien form.

Oliver admits that he is an **alien** and has come to earth to study human brainwaves, particularly those of young adult boys whom he finds weird and strange. Oliver the alien asks the girls not to reveal his identity to anyone, promising that he will return the boys to their normal state once he has finished his experiments.

## 4 - Here Come the Men in Black

Whether the girls decide to help Oliver or stop his experiments, inevitably, **government agents** get involved, recognizing that there is an alien threat at the girls' school.

Terrified that he'll be captured and imprisoned by the government agents, Oliver begs the girls to help him.

## 5 - Finding the Cure

If the girls do hide Oliver, it doesn't make matters any better, as the government agents lock down the school and round up all the boys. Parents all over town begin to worry about their sons, who the government agents forbid them to visit, warning that they've all contracted a deadly virus.

At this point, the girls might convince Oliver to offer a cure to their zombie condition lest they remain in the custody of the government forever.

## 6 - Saving the Boys

Oliver creates a cure and places it into a canister that can release it into the air. However, the girls must still get it to the boys. They will have to sneak into the school and avoid the government agents. Have them make plenty of Charm and Skill tests to reach the gymnasium, where they're keeping watch over the boys. Once they release the canister, all the boys are cured.

Oliver, recognizing the error of his ways, agrees to return to his planet. Although he didn't get all the data that he wanted, he decides that showing his people the lengths that humans are willing to go to help each other might be enough. Plus, he agrees to take back a few boxes of Blossom Bites, which he refers to as a "human delicacy."

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Compassion Badge

**Earn by:** Rescuing or saving an enemy.

**Benefit:** Once per cookie selling season, the troop can call upon an enemy to help. The GM decides the enemy's identity.

### Negotiator Badge

**Earn by:** Successfully talking your way out of a Scrap.

**Benefit:** +1 die to Charm tests made to talk your way out of a Scrap.

### Quick Thinking Badge

**Earn by:** Successfully thinking your way out of a Scrap.

**Benefit:** +1 die to Skill tests made to think your way out of a Scrap.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catch a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

### Sales Rewards

Oliver offers to purchase 4d6 boxes of cookies to take back to his home planet. Additionally, the government agents will purchase 6d6 boxes of cookies if the girls are willing to keep the whole "quarantine" situation a secret from the news media.



## Brain Juice

A trendy new smoothie makes people more intelligent—but it comes with some harmful side effects.

This mystery is intended for three to five Blossoms. Scout and Enforcer Blossoms will be especially useful in this mystery.

## Background

Dr. Miles Ryder was a former employee at a leading pharmaceutical company, working on developing a cure for dementia. He was fired when he presented his experimental drug to the board and they rejected it. Determined to prove them wrong, he set up a juice bar and started experimenting with different blends of fruits and vegetables to enhance cognitive function. His latest concoction, Brain Juice, has some peculiar side effects, however. It makes people aggressive and irritable when they come down from the "intelligence high" that the juice creates. Still, he persists, hoping to prove his former employers wrong.

## Outline

This mystery could play out as follows.

### 1 - Grand Opening

The Blossoms hear that a new juice bar called "Brainstorm" has opened in town, and it's not long before one of their friends or family members becomes obsessed with the stuff. After drinking it, they immediately start showing signs of enhanced intelligence, able to perform complicated calculus and remember new languages with just a little bit of studying.

### 2 - Do the Juice

The Blossoms potentially try out the juice, which gives them a temporary +4 dice on their Skill tests related to recalling facts and solving puzzles for 1 hour. However, they quickly learn that after they come down from the juice high, they become aggressive and irritable. For the next 24 hours, all Charm test TNs increase by 1.

### 3 - Hooked

Fights start to happen all over town. Even the police are affected. The Blossoms have to avoid the anger of **adults** and **kids** and navigate their way through the chaos. This may result in the Blossoms getting into a few Scraps.

### 4 - Riot at Brainstorm

When the Blossoms go to confront Dr. Ryder, the creator of the juice, they discover that the town is rioting at the shop, wanting more of the brain juice. Dr. Ryder is nowhere to be found. It's clear that the juice has become too powerful for Dr. Ryder to handle.

The Blossoms must avoid the crowd and break into the shop using successful TN 5 Skill or Toughness tests to open one of the locked doors. When the Blossoms break into the shop, a successful TN 5 Skill test reveals a clue that leads to Dr. Ryder's home address, an apartment in town.

## 5 - Superbrain

The Blossoms confront the **scientist** Dr. Ryder, who is on the verge of taking an enhanced version of the juice himself so he can help heal his wife, who is revealed to be in a coma. What happens next depends on whether or not the Blossoms succeed on a TN 6 Charm test to talk him out of his plan.

If Dr. Ryder takes the enhanced juice. His head expands and he begins to levitate, becoming **superbrain**. Although his intelligence has been heightened, he no longer has any compassion and stops caring about his wife. The Blossoms must avoid his telepathic attacks while he remains in this form. After a few rounds of Scrapping, Dr. Ryder reverts to normal. However, the strain on his brain was too much, and he dies. Before he passes, he asks the girls to destroy the formula, believing that it only causes more harm than good.

## 6 - Hangover

It takes the townspeople a few days to recover from their Brain Juice addictions. However, the Blossoms discover that there is another side effect—everyone has a serious case of the munchies that only a few boxes of Blossom Bites can cure.

## Rewards

---

Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Just-Say-No Badge

**Earn by:** Avoid peer pressure to take drugs or some other harmful substance.

**Benefit:** +1 die on Charm tests made for resolve during a Scrap.

### Locksmith Badge

**Earn by:** Succeeding on a Skill test made to open a lock.

**Benefit:** +1 die to Skill tests made to open locks.

### Martial Arts Badge

**Earn by:** Succeeding on a Toughness test made to deal damage with punches and kicks during a Scrap.

**Benefit:** +1 die to Toughness tests made to punch and kick.

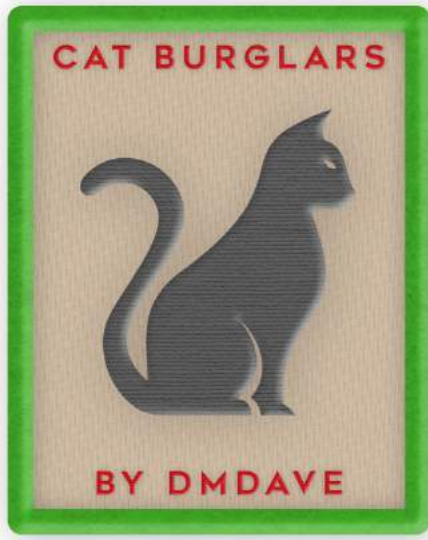
### Young Scientist Badge

**Earn by:** Successfully saving a scientist from danger.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **scientist** to help.

### Sales Rewards

Everyone in town gets a serious case of the munchies while they're coming down from their juice addition. Double the result of all cookies sales checks for the next three days.



## Cat Burglars

Cats all over town are breaking into homes and stealing valuable objects. The Blossoms discover that there are nasty human villains behind this string of burglaries.

This mystery is intended for three to five Blossoms. Detective and Athlete Blossoms will be especially useful in this mystery.

## Background

Two notorious criminals, Max and Scarlett, stole a mind control device from a secret military lab with the intention of using it for their own gain. The device is capable of controlling the minds of cats and was in the final stages of testing before the theft. Max and Scarlett used the device to recruit local cats to sneak into nearby homes and steal valuable items. They've been holed up in an abandoned warehouse on the outskirts of town, where they've been refining their technique and gathering more valuable items to fence. The Blossoms stumble upon their scheme and must stop them before they become too powerful.

## Outline

This mystery could play out as follows.

### 1 - Gone Kitty Gone

One or more of the Blossoms wake up to a strange quietness in their home. Upon checking the living room, they realize all of their hard-earned cookie sale money is gone, along with their beloved pet cat. They soon discover they're not the only ones, as reports start pouring in from all over town of homes being broken into and their valuables and feline companions taken in the night.

### 2 - Total Cat-astrophe

As the days go by, the town descends into a frenzy as more and more homes are robbed. The Blossoms set out on a mission to find their missing pets and recover the stolen money. They question every neighbor and even post flyers. While searching, they notice that there is a suspiciously high number of stray **cats** around town. This discovery fuels their suspicions that something more sinister is going on.

### 3 - I Know That Cool Cat

The Blossoms are on the lookout for any clues that will lead them to the culprits. One day, they spot one of their missing **cats** out in the open. After succeeding on a TN 5 Skill test, they quietly follow the cat to an abandoned warehouse on the outskirts of town. The Blossoms immediately know something is not right, but they're not sure what they will find inside.

### 4 - Cat's Out of the Bag

Upon arriving at the abandoned warehouse, the Blossoms confront Max and Scarlett, the

two **criminals** who are behind the robberies. The Blossoms demand answers, and they learn that Max and Scarlett had stolen a mind control device from a secret lab. Their initial plan was to sell the device to the highest bidder, but when they discovered the device could control the minds of cats, they decided to use them to do their dirty work instead. However, they soon realize that they've lost control of the **cats**, as they have taken the device and are using it to enhance their own intelligence. If the girls don't try to stop them, Max and Scarlett attempt to sneak away during the confusion.

## 5 - Catmageddon

Chaos has broken loose in town, as **cats** begin to take over the streets and attack people. The Blossoms are on high alert and must act fast to save their town from the feline threat. They come to the conclusion that the only way to stop the cats is to destroy the mind control device. A successful TN 5 Skill test reveals that the cats have taken over the local animal shelter, which is what they're using as a base of operations.

## 6 - Into the Kitty's Den

The Blossoms embark on a dangerous mission to enter the cats' lair and destroy the device. They face several obstacles, including a horde of angry **cats** and the realization that one of their own cats is the leader of the cat army. The device has 5 hit points and can also be disabled with a successful TN 6 Skill test made during the Thinking Phase.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Animal Companion Badge

**Earn by:** Winning a Scrap with an animal without resorting to violence.

**Benefit:** +1 die to Charm tests made to interact with animals.

### Crimefighter Badge

**Earn by:** Turning a criminal over to the proper authorities.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **police officer** to help.

### Defender Badge

**Earn by:** Succeeding on a Toughness test made to defend during a Scrap.

**Benefit:** +1 die to Toughness tests made to defend during a Scrap.

### Electrician Badge

**Earn by:** Making a successful Skill check related to repairing or using electronics.

**Benefit:** +1 die to Skill tests made to repair or use electronic devices.

### Sales Rewards

The townsfolk rejoice after their cats return home. The Blossoms' cookie sales results are doubled for the next seven days.



## Cretaceous Crisis

A time traveler crash lands in the Blossom's time period, causing all sorts of dinosaur-related chaos.

This mystery is intended for three to five Blossoms. Scout and Enforcer Blossoms will be especially useful in this mystery.

### Background

Zane Vega, a time traveler from the year 6100 AD, was exploring the Late Cretaceous period when he accidentally got sucked into a time rift and ended up crash landing in the Blossom's time period. His time traveling device, which resembles a handheld video game console, was separated from him and crashed into another part of town where it was found by one of the town bullies, named Joey. Joey's curiosity caused a rift in reality, creating a portal in the sky that looked like a cloud. Pterodactyls started to fly through the portal and attack people in the town. Zane needs to retrieve his device from Joey and fix it to close the portal and return to his own time period.

## Outline

This mystery could play out as follows.

### 1 - Joey Sucks

During a great day of cookie sales, The Blossoms encounter the neighborhood **bully**, a despicable kid named Joey, who tries to steal their earnings. If the Blossoms fail to defeat Joey in a Scrap, he steals all their money and leaves on his bike. If they defeat him in a Scrap, he warns that he'll get revenge.

Later that evening, the Blossoms wake up to the sound of two large bangs. The news reports that two meteors landed somewhere in town, one in the park and one near the old dump. Since there was nothing at the crash sites, people suspect that the meteors were destroyed on impact.

### 2 - The Time Traveler

When the girls are out selling near the old dump, a stranger in a shiny metallic costume surprises them. The stranger reveals that they are a **time traveler** from the year 6100 AD named Zane Vega. Zane tells the girls that they need to locate their time traveling device, which they call the Chrono-Vortex. If the girls believe them, Zane asks if they know where it could have crash landed. A successful TN 4 Skill test has the girls realize that the two meteor crashes must have been Zane and the device.

### 3 - Joey Really Sucks

The girls think to check the site where the other "meteor" landed, suspecting that the second crash site was where the Chrono-Vortex landed. The device is missing, but there are bike treads. A successful TN 5 Skill

test reveals that the bike prints belong to the same bike that their bully, Joey, rides. They should immediately suspect Joey has the Chrono-Vortex, and must find him.

## 4 - Pterodactyls!

A cloud appears above town. It is actually a time vortex through which **pterodactyls** start to fly out and attack people. Zane believes that someone in town has stolen their Chrono-Vortex and opened the portal. The Blossoms suspect Joey, who has likely been playing with it, thinking that it's a video game of some sort.

## 5 - Joey Really, Really Sucks

The Blossoms need to track down Joey and get the device from him. Joey, thinking the device is a video game, accidentally sends himself back to the Cretaceous Period where a hungry **Tyrannosaurus Rex** is ready to eat him. He dropped the Chrono-Vortex in the process, leaving it in the hands of the Blossoms.

## 6 - The T-Rex Predicament

The girls must choose whether to help Joey get back to the present or leave him in the Cretaceous Period. If they choose to help him—despite him being an insufferable turd—they must also ensure that the portal is closed, and the dinosaurs do not follow them back to the present. If they choose not to help him, they have to live with their dark decision.

Once the Blossoms come back to their time, Zane takes their Chrono-Device back, transports all escaped dinosaurs back to the Cretaceous period, and returns to the future.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Animal Tamer Badge

**Earn by:** Dealing damage to an animal during a Scrap.

**Benefit:** +1 die to Skill or Toughness tests made while fighting against animals.

### Compassion Badge

**Earn by:** Rescuing or saving an enemy.

**Benefit:** Once per cookie selling season, the troop can call upon an enemy to help. The GM decides the enemy's identity.

### Timekeeper's Badge

**Earn by:** Rescuing a time traveler or help them return to their time period.

**Benefit:** Once per cookie selling season, the troop can call upon a **time traveler** to help.

### Tracker Badge

**Earn by:** Succeeding on a Skill test made to identify tracks.

**Benefit:** +1 die to Skill tests made to identify tracks.

### Sales Rewards

After the Blossoms save Joey, they might be able to convince him to buy 2d6 boxes of cookies from them. Alternatively, Joey might help them on their sales runs, giving the Blossoms +2 dice to their sales checks.





## Dandelions

Dandelions start to grow aggressively all over town, quickly consuming everything in their path.

This mystery is intended for three to five Blossoms. Scout and Enforcer Blossoms will be especially useful in this mystery.

## Background

A month ago, Dr. Grace Haverford, a science professor at the local community college, went missing. She was kidnapped by a group of nature-god-worshipping cultists who sought her help in developing a magical fertilizer. With her expertise, the cultists created a potent formula and used it on some dandelions in the park. The flowers began to grow uncontrollably, and cutting them only made them stronger. Dr. Haverford was the only one who knew how to create the herbicide that could destroy the plant. The cultists kept her captive to prevent her from sharing her knowledge, but alive just in case they needed her expertise again.

## Outline

This mystery could play out as follows.

### 1 - In The Weeds

Just before they start making sales for the day, the Blossoms notice five men dressed as gardeners in the park spraying chemicals on the grass. One of them has an eye patch and waves at them. A few minutes later, an old lady hands them a Missing Persons flyer with Dr. Grace Haverford on it, noting that Dr. Haverford has been missing for two months. When the Blossoms return from their sales run, the park is overrun with curiously tall dandelions, and the “gardeners” are gone.

### 2 - Blowing in the Wind

Strong, tenacious **supernatural dandelions** start growing in every yard in the neighborhood. They’re larger and more jagged than normal. Plus, whenever someone tries to pull one out, it not only remains in place, but grows larger and stronger in response. The same goes for herbicides, trimming, and other methods—nothing will kill the dandelions.

### 3 - Invasive Species

When the dandelions start growing on the floors, walls and ceilings of homes, the government gets involved, sending dozens of **government agents**. They want to quarantine the town. The Blossoms even hear that they might set the entire place ablaze to kill the weeds. At some point in this part of the story, the Blossoms spot the one-eyed gardener from earlier watching them from an orange car. When the Blossoms spot him, he flees.

## 4 - Follow the Orange Car

With a successful TN 5 Skill test to perform research, one of the Blossoms learns that the orange car belongs to a man named Mal Blackwood. He lives in a small house at the edge of town. Before the Blossoms can deliver the information to the authorities, a **massive supernatural dandelion**, over 100 feet high, grows out of the center of the park. The authorities worry about what will happen if it develops and its seeds spread. Government officials start to evacuate the area, stating that they plan to use high-powered explosives to remove it.

## 5 - Mal Blackwood's Place

If the Blossoms escape the **government agents**, they can track down Mal Blackwood. They learn that Mal and four of his friends are **adult** cultists who worship a nature god called Nyarzeb. They're holding Dr. Haverford, a **scientist**, captive. If the girls can free Dr. Haverford and escape the cultists, Haverford tells them that she can create a magical trimec formula that will destroy the dandelions.

## 6 - The Lion's Tooth

Dr. Haverford concocts the magical trimec and gives them a tank full of it. The Blossoms and Dr. Haverford can use the trimec to cut a path to the park. The **massive supernatural dandelion** uses its roots to fight back, but the trimec inevitably destroys it, causing it to wither and die before it can spread its seeds.

Dr. Haverford helps the authorities clear out the rest of the supernatural dandelions, and eventually, the police catch Mal Blackwood and his accomplices.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Observant Badge

**Earn by:** Succeeding on a Skill test made to spot someone or something.

**Benefit:** +1 die to Skill tests made to spot people and things.

### Supersneak Badge

**Earn by:** Succeeding on a Skill test made to sneak past someone undetected.

**Benefit:** +1 die to Skill tests made to hide or move quietly.

### Weed-Killer

**Earn by:** Dealing damage to a plant or plant creature during a Scrap.

**Benefit:** +1 die to Skill or Toughness tests made while fighting against plants or plant creatures.

### Young Scientist Badge

**Earn by:** Successfully saving a scientist from danger.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **scientist** to help.

### Sales Rewards

After the Blossoms successfully defeat the plant creature and save the town, their cookie sales are doubled for the next two weeks—except for the Dandelion Delight cookies, of course.



## Dreamweavers

Everyone in town experiences a dream where they must help a bizarre creature build some sort of device,

This mystery is intended for three to five Blossoms. Detective and Leader Blossoms will be especially useful in this mystery.

## Background

In the girls' town, strange things have been happening in people's dreams. They report being visited by a dreamweaver named Nyx, who encourages them to help construct a strange object. However, these dreams aren't just nightmares, as the townspeople soon discover that the object Nyx is having them build is actually a powerful device capable of bending the fabric of reality itself. The source of the dreams is soon revealed to be a young psychic girl named Lily who has been in a coma for several years. Lily senses that something evil is coming to attack the dreams of everyone in the town and she is unable to stop it on her own.

## Outline

This mystery could play out as follows.

### 1 - In Dreams

Everyone in town appears to be exhausted, including the Blossoms. The Blossoms soon discover that a strange creature called Nyx, a dreamweaver, has been appearing in their dreams and instructing them to build something. But what is Nyx, and why is it doing this?

### 2 - Dream Warriors

The Blossoms think of a way to stop Nyx. A successful TN 5 Skill test has them consider consulting with a sleep pathologist. The pathologist suggests they try to experience lucid dreaming and gives them details how.

The Blossoms can attempt to enter dreams using the tips the pathologist gave them. It takes a successful TN 6 Charm test to do it. While dreaming, all Toughness tests are made using Charm tests instead, as the Blossoms have no physical form.

Although Nyx has a few **dream minions** protecting its works, the girls eventually confront the dreamweaver and learn that Nyx is actually a psychic girl named Lily who's been in a coma for several years.

### 3 - The Nightmare Eater

Lily reveals that she has been sensing an evil presence that is planning to attack people in their dreams, and she has been using her powers to recruit people to help her build a psychic defense. She calls the evil presence the Duke of Nightmares, and says that he feeds on the consciousness of others.

Although this won't kill anyone, it will leave them in a soulless, hollow state from which

they will never be able to recover. She suspects that the Duke has been eating the consciousnesses of the people in the Blossoms' town for years, which is why adults never seem to notice or care when strange things happen in the town.

#### 4 - Waking from the Dream

The Blossoms aren't the only ones who learn about Lily's true form. The Duke of Nightmares sends an envoy to Lily's doctors, warning them that it's Lily who's making it so everyone is exhausted due to the work they perform in their dreams. The doctors decide to change Lily's medication, which will potentially suppress Lily's powers.

#### 5 - Save Lily

Lily warns the Blossoms that if the doctors succeed in suppressing her powers, she won't be able to stop the dangerous entity from attacking everyone in their dreams. If the Blossoms believe Lily, they will need to get into Lily's hospital room and protect her from the **adults**. It's possible, too, that they don't trust Lily. They must make a decision—the fate of the town is in their hands.

#### 6 - The Duke of Nightmares

If the Blossoms prevented the doctors from suppressing Lily's powers, the evil **dreamweaver**, the Duke of Nightmares, arrives in their dreams, and Lily uses the device to hold him back. But if the Blossoms didn't help Lily, the Duke of Nightmares gets past her defenses and consumes the consciousnesses of hundreds of people in the town. The Blossoms are spared, but many of their friends, family members, teachers, and other adults aren't.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Dream Warrior Badge

**Earn by:** Winning a scrap in a dream.

**Benefit:** +1 on all tests made to make attacks in dreams.

### Dreamweaver's Ally Badge

**Earn by:** Rescuing a dreamweaver from harm.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **dreamweaver** to help.

### Follow Your Dreams Badge

**Earn by:** Experiencing a lucid dream.

**Benefit:** +1 die on all tests made to enter a lucid dream state.

### Researcher Badge

**Earn by:** Succeeding on a Skill test to perform research on a subject related to the mystery.

**Benefit:** +1 die on Skill tests made to perform research.

### Sales Rewards

If the girls convince the doctors at Lily's hospital that they were duped by the Duke of Nightmares, they might buy a few boxes of cookies to make up for their embarrassment. The girls can make a single cooking selling check, doubling the results of each success.



## Dwellers in the Lake

Strange singing starts to come from the nearby lake, luring humans into the water---nobody comes back.

This mystery is intended for three to five Blossoms. Athlete and Enforcer Blossoms will be especially useful in this mystery.

### Background

The lake is home to a community of rusalkas, a type of water spirit. They have been using their enchanting voices and beauty to lure unsuspecting humans into the lake and drown them. Why are they doing this? It turns out that the Blossoms' town is planning to build a new factory near the lake, which would cause untold damage to the ecosystem and the mermaids' way of life. In an effort to protect their home, the normally peaceful rusalkas have resorted to extreme measures, luring the builders into their lake and drowning them.

## Outline

This mystery could play out as follows.

### 1 - Funeral for an Uncle

One of the Blossoms' relatives dies and the girls are invited to the funeral. They learn that the relative died drowning in a freak accident when his truck crashed into a lake near the industrial section of town. Their uncle was a construction worker on a new factory. A wealthy business man named Monty Downs is at the funeral, shaking hands with everyone.

### 2 - Another Drowning

A few days after their relatives' funeral, Monty Downs drowns in the same lake. Curiously, the police don't seem to think there is a connection, just a strange coincidence.

### 3 - Lake Trip

If the girls think to explore the lake, they remember traveling to the lake, but they don't actually remember their time at the lake. They all wake up the next day with no recollection of the event. However, they notice that they have mud on their boots and one of them is missing their scarf. If they try to go again, the same thing keeps happening. They remember going—but don't remember leaving.

### 4 - Welcome Back

If the girls can't figure out why they keep blacking out any time they go to the lake, a deaf friend of theirs, Molly, notes that she saw all of them arrive at the lake. She tells the Blossoms that they looked dazed while they stood on the shore. Then, three women

covered in silver fish scales stepped out of the lake. Although Molly couldn't hear them, she could tell that they were singing. The singing seemed to put the girls in a trance. After a few minutes of conversation with the singing fish-women, the Blossoms left the lake.

## 5 - Plug Your Ears

At this point, the girls might get the idea to go back to the lake with their ears plugged. If they do, the lake women appear before them. The women are **rusalkas**, and they're using their enchanting voices to force people working at the construction site to drown themselves in the lake. The factory will pollute the lake the rusalkas live in, and they want to make it stop. The rusalkas ask the girls to help them stop the corporation.

## 6 - Man Versus Nature

The Blossoms must decide who they should help. On one hand, the rusalkas are murdering people. They even killed one of the Blossoms' relatives. On the other hand, the rusalka's home is threatened and they feel that they have no choice. The rusalkas are unable to leave the lake, so if it is destroyed and polluted, they won't be able to do anything about it.

If the girls wish to stop the rusalkas, they will likely need the help of the police or any monster hunters that they know.

If they hope to shut down the factory construction, they may need to make a few Charm tests to convince the **adult** stakeholders involved to turn away from the project—neither one of these choices are easy.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. Unfortunately, there are no sales-related rewards for this mystery.

### Compassion Badge

**Earn by:** Rescuing or saving an enemy.

**Benefit:** Once per cookie selling season, the troop can call upon an enemy to help. The GM decides the enemy's identity.

### Nature's Ally Badge

**Earn by:** Doing something that helps improve the environment.

**Benefit:** +1 die to Charm tests related to interacting with people or creatures with close ties to nature.

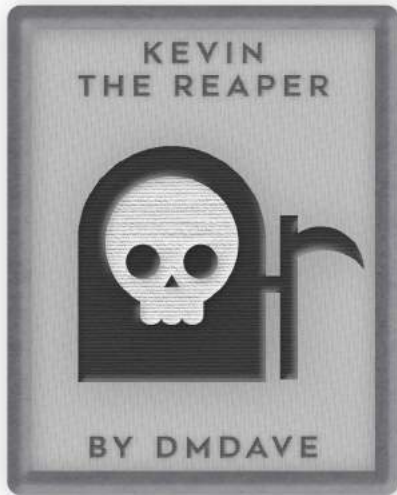
### Negotiator Badge

**Earn by:** Successfully talking your way out of a Scrap.

**Benefit:** +1 die to Charm tests made to talk your way out of a Scrap.

### Sales Rewards

The only way to earn bonus sales rewards in this mystery is if the girls decide to work alongside the corporation instead of the rusalkas. For assisting the factory builders, the girls earn 6d6 additional sales of cookies. Unfortunately, rusalkas only like to eat algae and fish. Nor do they carry wallets.



## Kevin the Reaper

One of the Blossoms notices a strange man following her around. It turns out that the man is a grim reaper, and is there to collect her soul.

This mystery is intended for three to five Blossoms. Athlete and Enforcer Blossoms will be especially useful in this mystery.

## Background

Kevin is a brand new grim reaper and has already run into trouble. Someone, whose identity is unknown, has managed to swap their name with that of one of the Blossoms in Kevin's ledger to avoid death. Realizing there has been a mistake, Kevin is too afraid to admit it to his superiors and decides to give the Blossom 24 hours to rectify the mistake. If the mistake is not fixed within the given time, he will be forced to take the Blossom's life. The stakes are high for Kevin, and he must navigate this tricky situation to avoid making a grave error in his new job.

## Outline

This mystery could play out as follows.

### 1 - The Pale Limo

One of the girls sees a white limo pull up, and she's the only one that can see it. The driver steps out, carrying a sign with the name of the Blossom who can see him. He's sloppily dressed and looks incredibly distressed. The Blossom can't shake the feeling that something is terribly wrong.

### 2 - Your Time Is Up

If the Blossom confronts him, he explains that he is a **grim reaper** named Kevin and that it's her time to die. He tells her that she shouldn't be so worried, because she's had a long and fruitful life. If the Blossom asks questions, Kevin explains that he's there to pick up a woman with her name who has lived for 93 years. Obviously, there has been some kind of mix-up.

### 3 - Kevin's Mistake

The Blossom is likely to protest, telling Kevin that it's not her time. Kevin explains that even if there has been some sort of mix-up, he's already on probation and that his superiors will likely banish him to Planet Mercury if he messes up again. The Blossoms will need to convince him to let her go—a successful TN 4 Charm test should do it. When he finally surrenders, he gives the Blossoms 24 hours to find the correct soul, or he'll have to collect regardless. Sure, it's not fair, but what can they do? This is the grim reaper, after all.

## 4 - The Name Game

Have the Blossoms perform research using whatever means they have available (the library, internet, and so forth). With a successful TN 5 Skill test, they learn that there's someone else in town who has the exact same name as the Blossom marked for death. They realize that the person who was supposed to die was likely the other person, and they have to find a way to fix the mix-up before it's too late.

## 5 - Clever Girl

The Blossoms go to confront the real person who is about to die at her home. The lady is 93 years old. If they explain the situation, the woman says that she understands and tells them that she's going to go collect her things. If the Blossoms get suspicious, allow them to make a TN 5 Charm test. On a success, they can tell that the old lady isn't quite ready to leave this life. She tries to escape on her motorized wheelchair. It's much faster than it looks and the old lady is able to get down to the end of the block before the Blossoms even notice that she's gone.

## 6 - Don't Fear the Reaper

The Blossoms will have to chase the old lady (**adult**) down, likely making a few running checks during a Scrap to catch her. When they finally catch up to her, she surrenders. Just then, Kevin appears and takes her with him to the afterlife. The Blossoms have successfully fixed the mix-up, but they're left wondering what will happen to Kevin and whether he'll be able to keep his job as a grim reaper.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Elder Care Badge

**Earn by:** Assisting or helping with an elder in some way.

**Benefit:** +1 die to Charm tests made to interact with elderly people.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catch a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

### Researcher Badge

**Earn by:** Succeeding on a Skill test to perform research on a subject related to the mystery.

**Benefit:** +1 die on Skill tests made to perform research.

### Sales Rewards

Although Kevin the Reaper can't eat cookies, it's not too hard to convince him to purchase cookies as a way to apologize for his screw-up. Have the Blossoms make a group TN 5 Charm test. Kevin buys two boxes of cookies for every success.





## Let's Get Pie at Bram's

People all over town begin to exhibit supernatural powers. While these new abilities may seem great at first, the girls quickly learn there is a dark secret behind them.

This mystery is intended for three to five Blossoms. Entrepreneur and Enforcer Blossoms will be especially useful in this mystery.

### Background

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Countess Leandra, a vampire who has been sleeping for centuries, is now hungry for fresh blood. After taking a job as a night shift waitress at a 24-hour diner called Bram's, Leandra starts to turn locals into vampires, causing a strange epidemic in the town. The bitten people start to experience supernatural powers, such as increased strength, speed, and agility. However, they are fiercely obedient to Leandra, and continue to lurk around Bram's Diner. Leandra hopes to build an army of vampires under her command.

## Outline

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This mystery could play out as follows.

### 1 - Cherry Pie

After a run-in with a local **bully**, the Blossoms notice strange behavior in the townsfolk, such as increased strength and stamina, and realize that something unusual is happening in the town. After investigating, they find that this all started after people went to Bram's diner to eat pie.

### 2 - Killer Service at Bram's

The girls head to Bram's diner. Everything seems normal. There is a large plaque on the wall that reads "Employee of the Month: Leandra" with dozens of candles around it, almost like an altar. Before they leave, the girls notice a man in a black hat leaving the place in a truck.

**Additional Hook:** The man is the monster hunter Nathaniel Cross, who appears in the mystery "Mrs. Mayfield's Secret." If you prefer, it can be a different monster hunter.

### 3 - Night Owls

The Blossoms notice a decline in sales due to the townsfolk sleeping during the day. There's also lower school attendance, even with the teachers. It gets so bad that they lump all the students into a single classroom. Despite this, nighttime sports games are still popular. The girls should become intrigued when they notice that the people's newfound powers are on display during those sporting events. Once more they notice the man in the hat at the event. If they haven't already, they can approach him and learn that he is a **monster hunter** named Nathaniel Cross.

Cross reveals his belief that everyone is turning into vampires and that the diner is the source.

## 4 - Vampire Hunt

Cross enlists the Blossoms' help to take down the vampires, despite the danger. He explains that many of his fellow hunters were recently arrested (possibly by the girls during "Mrs. Mayfield's Secret"), leaving him with few options. When the girls agree, he arms them with wooden stakes, garlic, and holy water. Holy water can be thrown (short-range) and deals 2 damage to a vampire on a hit. Garlic reduces the TN to attack and defend against vampires that can smell it. Stakes deal 4 damage to vampires on a hit.

## 5 - Let's Get Pie at Bram's

If they agree to help Cross, the monster hunter and the Blossoms head to the diner. The wise choice is to go there in the day, when they're all resting. Although the diner is mostly empty, there are still a few **vampiric minions** there which the girls will need to fight or avoid. Inevitably, the girls learn that the waitress, Leandra, is the head **vampire**. She keeps her coffin in the walk-in cooler.

## 6 - Employee of the Month

If they can't defeat Leandra in a fight, the Blossoms may have to convince her to release her hold on the townpeople. Despite her vampiric nature, Leandra is actually reasonable. One of the Blossoms can make a TN 5 Charm test to convince her to leave town. Defeating her in a Scrap will force her to reconsider her ways and agree to leave on peaceful terms, releasing the townsfolk from their vampiric state.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. Unfortunately, there are no sales-related rewards for this mystery.

### Hunter's Helper

**Earn by:** Earning the trust of a monster hunter.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **monster hunter** to help.

### Locksmith Badge

**Earn by:** Succeeding on a Skill test made to open a lock.

**Benefit:** +1 die to Skill tests made to open locks.

### Negotiator Badge

**Earn by:** Successfully talking your way out of a Scrap.

**Benefit:** +1 die to Charm tests made to talk your way out of a Scrap.

### Sports Badge

**Earn by:** Successfully making an attack with a melee weapon during a Scrap.

**Benefit:** +1 die to attacks made with melee weapons during a Scrap.

### Sales Rewards

It will take a few days for the folks of the Blossoms' town to recover from their vampiric state. During that time, they all feel hungover and sick. Fortunately, the best cure for a hangover is a box of Blossom Bites. Double the girls' cookie sales results for the next 3 days.



## Mrs. Mayfield's Secret

A gruesome murder and the disappearance of the town's most beloved elderly woman leads the Blossoms to a mysterious cabin at the edge of town where they discover a dark secret.

This mystery is designed for three to five Blossoms. Detective and Scout Blossoms will be especially useful in this mystery.

### Background

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Margaret Mayfield is a beloved member of the community, known for her kind heart and gentle spirit. However, she harbors a dark secret: she is a werewolf. For years, she has been able to control her powers, but she recently lost control and killed her own granddaughter, Emily. Mrs. Mayfield's fellow pack members are keeping her hidden in a cabin at the edge of town. However, a werewolf hunter is hot on her trail, making her situation all the more dangerous. The Blossoms must find a way to help Mrs. Mayfield before the hunter finds her first.

## Outline

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This mystery could play out as follows.

### 1 - The Murder of Emily Mayfield

The Blossoms learn that a Brave Blossom from another troop, Emily Mayfield, was seemingly killed by a wild animal. Her grandmother is also missing, and strange symbols were found near the crime scene, hinting at something more sinister.

**Additional Hook:** One of the Blossoms' family members, teachers, or even a school principal may be wearing a piece of jewelry or have a tattoo that matches the symbols found at the crime scene.

### 2 - The Stranger

The Blossoms witness a creepy-looking man wearing a wide-brimmed hat and long black coat walking around the neighborhood. He seems suspicious and is always looking around. They later see him talking to the police and investigating the crime scene. The man is Nathaniel Cross, and he is a **monster hunter**. Whenever the Blossoms go near, he flees. If they catch him, he lies, telling them that he's just a reporter from another town.

### 3 - Mrs. Mayfield's House

The Blossoms arrive at Mrs. Mayfield's empty house, which has already been investigated by the police. As they survey the area, they see the suspicious Nathaniel Cross leaving. If they choose to investigate further, they can find a clue revealing Mrs. Mayfield's current location with a successful TN 5 Skill test. There is a photograph of her with six other women standing by a cabin in the woods. The strange symbols seen at Emily's murder site are written on the back of the

photograph.

**Additional Hook:** At least three more women that the Blossoms know are in the photo.

## 4 - Cabin in the Woods

A successful TN 6 Skill test made to research the cabin's locations leads the Blossoms to a cabin in the woods where they encounter six women wearing jewelry bearing the same symbols left at the crime scene. They've seemingly trapped a wild animal in a back room. The Blossoms discover the women are **werewolves** and Mrs. Mayfield is the trapped animal, unable to transform back to human form. The women plan to perform a ritual to cure her.

## 5 - The Ritual

The Blossoms help the werewolf pack with the ritual, but they are interrupted by a group of ten **monster hunters** in trucks, led by Cross. The women fight back and ask the girls to protect Mrs. Mayfield. Inevitably, Mrs. Mayfield breaks out and helps her fellow **werewolves**, but she's gravely injured by Cross in the process. Mrs. Mayfield reverts to human form before she dies, lamenting the death of her granddaughter. The werewolves manage to escape from the hunters in one of their own vehicles.

## 6 - Can You Keep a Secret?

After burying Mrs. Mayfield, the **werewolves** ask the Blossoms to keep their pack a secret. Nathaniel Cross leaves a warning before departing, indicating that he will be keeping an eye on the town. The Blossoms must also deal with the aftermath of the attack and come to terms with the loss of Emily Mayfield.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Bravery Badge

**Earn by:** Getting injured during a Scrap.

**Benefit:** Whenever you suffer an injury, you can choose to suffer embarrassment or stress instead so long as you aren't exhausted.

### Pack Leader Badge

**Earn by:** Earning the trust of the werewolf pack.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **werewolf** to help.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catching a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

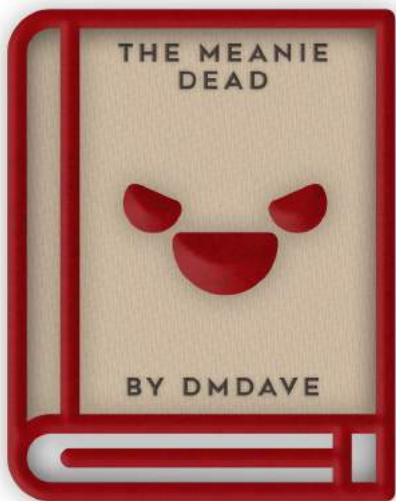
### Sleuthing Badge

**Earn by:** Successfully finding a clue or noticing a detail that aids in solving the mystery.

**Benefit:** +1 die to Skill tests made to notice details and solve puzzles.

### Sales Rewards

The girls could blackmail Nathaniel Cross or the werewolf pack with a TN 5 Charm test, selling 6d6 boxes of cookies with a successful result (for \$5 each) or half as many with a failed result.



## The Meanie Dead

The Blossoms discover an old, creepy textbook that has the power to open a gateway to the realm of the dead.

This mystery is intended for three to five Blossoms. Athlete and Enforcer Blossoms will be especially useful in this mystery.

### Background

Five-and-a-half years ago, a group of occult-obsessed students hid a textbook called *Demonology* into locker 0666. The book was a dangerous, indestructible text that contained the power to open a gateway to the realm of the dead. Recently, a witch named Morgana took a job as a substitute teacher at the school, hoping to get ahold of *Demonology*. Morgana knows that the only way to access the book's magic is if an innocent person reads from the text. Now, she hopes to pass the locker over to a student whose curiosity will lead them to inadvertently unlocking the book's dark magic.

## Outline

This mystery could play out as follows.

### 1 - Locker 0666

One of the Blossoms gets assigned an old rusty locker numbered 0666 by a creepy teacher or member of the administration. Inside the locker, the Blossom discovers a crumbling, stained textbook titled “*Demonology*.”

Even if she chooses not to take it with her, the book keeps showing up in her backpack, in her desks, at home, and everywhere else she goes.

### 2 - The Summoning

Inevitably, someone decides to read from the book. One of the Blossoms can do this with a successful TN 6 Skill test. If the Blossoms refuse to do it, a sibling, bully, or some other person close to them does it instead. Once the passages from the book are read, all hell starts to break loose. The skies turn black, swarms of locusts appear, blood runs from taps, and so forth.

### 3 - First Possession

Shortly after someone reads from *Demonology*, someone close to the girls becomes possessed by a malevolent spirit, transforming them into a **possessed kid**.

Right away, the possessed person creates all sorts of chaos. When a Scrap finally occurs, the girls must decide if they want to fight their possessed friend, subdue them, or find another way to revert them to normal.

If the girls think to destroy the book, they quickly find out that the book is completely indestructible.

## 4 - The Book is Gone

Inevitably, the Blossoms will think to fetch the book and look for a spell to reverse the summoning. Unfortunately, the book is missing. When the girls investigate the area where they were keeping it, a successful TN 5 Skill test reveals that the book was stolen by someone. People around town report that there seems to be strange clouds forming over top of the school, hinting that the book might be there.

## 5 - Opening the Portal

The same person who assigned the Blossom locker 0666 is the one responsible for stealing the book. She reveals that she is Morgana, a **witch**. Joining her are a handful of **adult** minions. She's returned to locker 0666 and hopes to create a gateway to the world of the dead. She reveals that the book's magic could not be accessed until an innocent read from it.

The girls will have to Scrap with the minions to try to stop the ritual. If they can't finish the Scrap in 3 rounds, Morgana successfully opens the portal to the world of the dead.

## 6 - Realm of the Dead

If the girls failed to stop the ritual to open the gateway to the realm of the dead, **harmful spirits** and **minor demons** begin to enter their world. They still have a chance to stop the portal, but the book says that the only way to close the door is if someone from the world of the living willingly enters the realm. The girls must make a difficult choice: are any of them willing to step into the world of the dead, potentially becoming trapped for all eternity, to save the world?

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Bravery Badge

**Earn by:** Getting injured during a Scrap.

**Benefit:** Whenever you suffer an injury, you can choose to suffer embarrassment or stress instead so long as you aren't exhausted.

### Defender Badge

**Earn by:** Succeeding on a Toughness test made to defend during a Scrap.

**Benefit:** +1 die to Toughness tests made to defend during a Scrap.

### Quick Thinking Badge

**Earn by:** Successfully thinking your way out of a Scrap.

**Benefit:** +1 die to Skill tests made to think your way out of a Scrap.

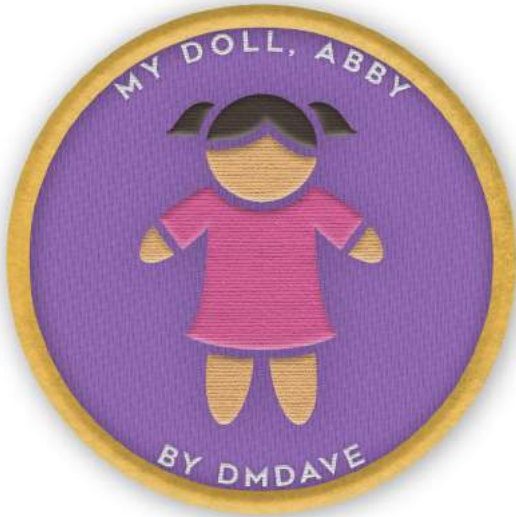
### Sports Badge

**Earn by:** Successfully making an attack with a melee weapon during a Scrap.

**Benefit:** +1 die to attacks made with melee weapons during a Scrap.

### Sales Rewards

People who recognize that the girls are the heroes of this adventure will reward the girls by ordering some extra cookies from them. Double the results of all cookies sales tests for the next three days.



## My Doll, Abby

A possessed doll starts to cause trouble in town.

This mystery is intended for three to five Blossoms. Athlete and Enforcer Blossoms will be especially useful in this mystery.

## Background

Two hundred years ago, a coven of witches summoned the demon, Abbadon, and trapped him within a victorian doll. Quickly recognizing that they had made a mistake, they stored the doll in an old trunk and sealed it with protective magic. They then placed the trunk in the attic of their home, hoping time would forget it. As time went on, the witches grew apart. Eventually, the witch who owned the house died. A local antique collector purchased the trunk in an estate sale and placed it in her shop. Not recognizing the danger of the doll, she unlocked the trunk and sold the doll to a friend of hers—one of the Blossoms' older relatives.

## Outline

This mystery could play out as follows.

### 1 - Abby

One of the Blossoms or their siblings receives the doll, Abby, as a gift from an older relative. Right away, they start to notice strange things about the doll. It seems to move when no one is watching it, candles flicker, and other odd occurrences take place. The Blossoms investigate, and the doll reveals that it is actually sentient and can talk and move on its own.

### 2 - Deceitful Doll

If confronted, the **possessed doll** lies, saying that it's actually the ghost of a little girl who was trapped by witches. It hopes to free itself and “go to heaven,” but it can only do this by performing a ceremony. It just needs a little help. If the Blossoms don't think to detect its lies with a TN 6 Charm test, the Blossoms may feel sorry for the supposed ghost and offer to help her.

However, as they get closer to the ceremony, they start to realize that something isn't right. When it's too late, they realize that the doll has been lying all along and they have been aiding in its plan for freedom. If the girls do see through Abby's lies, Abby escapes and finds a group of teenagers in a heavy metal band to help her. Those teenagers become Abby's **adult** minions.

### 3 - All Hell Breaks Loose

The doll unleashes its demon magic on the town, causing destruction and chaos everywhere it goes. **Minor demons** appear, attacking the townspeople and the Blossoms. The Blossoms must band together to stop

the possessed doll before it destroys everything they know and love. They may need to use their combined skills and knowledge to come up with a plan to neutralize the doll, all while avoiding its attacks and traps.

## 4 - The Woman in the Green Hat

If the girls don't realize that the doll is a demon or they can't think of a good way to stop it, they're contacted by a woman in a large green hat. She is a **witch**, one of the original who helped trap the doll. The Woman in the Green Hat hopes to recapture the doll and store it once more in the trunk with sigils. She explains that the doll, who is Abbadon, a powerful demon, wants to find a new host, but can only perform the ritual when there is a new moon and needs a proper host.

## 5 - The Ritual

Abbadon captures one of the Blossom's siblings (he prefers male, but is flexible) with the hopes to possess them. The Blossoms can follow Abbadon back to the location of the ritual, the tallest hill in town. The Blossoms must navigate the treacherous terrain, avoiding Abbadon's **adult** minions and traps, all while trying to rescue their friend.

## 6 - Put the Doll Away

The only way to stop Abbadon is to get into a Scrap with the doll and lock him back in the trunk. After casting a few more protection spells on the trunk, The Woman in the Green Hat suggests that they toss the trunk into the nearby lake.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. Unfortunately, there are no sales-related rewards for this mystery.

### Bravery Badge

**Earn by:** Getting injured during a Scrap.

**Benefit:** Whenever you suffer an injury, you can choose to suffer embarrassment or stress instead so long as you aren't exhausted.

### Lie Detector Badge

**Earn by:** Succeeding on a Charm test made to determine if someone is telling the truth or not.

**Benefit:** +1 die to Charm tests made to see through lies and deception.

### Sports Badge

**Earn by:** Successfully making an attack with a melee weapon during a Scrap.

**Benefit:** +1 die to attacks made with melee weapons during a Scrap.

### Witch's Familiar

**Earn by:** Earning the trust of a witch.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **witch** to help.

### Sales Rewards

The Woman in the Green Hat loves Blossom Bites. So long as the girls earn her trust, she's willing to buy 6d6 boxes (for \$5 each).





## The Mystic Masquerade

The Blossoms visit a carnival that has come to town and discover that the performers are actually shape-shifting goblins.

This mystery is intended for three to five Blossoms. Enforcer and Athlete Blossoms will be especially useful in this mystery.

### Background

The goblins, a tribe of mischievous creatures, disguise themselves as a traveling carnival to go unnoticed. They seek to steal personal items from carnival goers to use for their own twisted purposes. Once a goblin possesses an item, they can switch physical states with the victim, leaving them scared and alone as their friends and family view them as a monster. The goblins' goal is to convert as many people as possible and establish their new community. They only stay in one location for three days. They then vanish, leaving only chaos behind.

Fortunately, the goblins have a weakness: they can't stand the smell or touch of pickles.

## Outline

This mystery could play out as follows.

### 1 - The Carnival Comes to Town

The Mystic Masquerade comes to town, creating an excellent cookie sales opportunity for the troop. While there, one of their friends or family members has a trinket stolen from them. And that's not the half of it: the next day, the Blossoms discover a **goblin** where their friend or family member should be. Little do they know that it's actually their friend or family member who was transformed.

### 2 - My Brother, the Goblin

Eventually, the **goblin** tries to communicate with the Blossoms. The transformed person can't speak their native tongue anymore and can only say the word "Woggle!" A Blossom can succeed on a TN 6 Skill check to come up with a way to communicate with the victim. Once communication opens, the victim explains who they are and suspects that the carnival's workers might be the ones behind it. They also explain that they can feel their mind changing, becoming more chaotic and goblin-like.

### 3 - Visiting the Carnival

If the Blossoms think of going back to the Carnival, they will need to be careful. The carnival workers are a mix of goblins transformed into **adults** and **goblins** still in their normal form. None of them can be trusted. Have the Blossoms make a lot of Skill and Charm tests to get past the carnies. They might even have to Scrap a few times to get past them. While sneaking around, they learn that the goblins hope to convert the whole town. They also learn that after a

human transforms into a goblin, they only have three days to reverse the curse, or they permanently join the Mystic Masquerade. Plus, there is only one thing that can change a goblin back: pickle juice. If they can find the goblin who stole their friend/family member's body, they can use pickle juice to force them out.

## 4 - Getting Help

If the Blossoms think to get some help from police officers or other adults, they quickly discover that the **goblins** have already infiltrated the police department and many of their parents. They won't know who to trust. They'll need to rely on pickle-juice tests and lots of Skill tests to find people they can trust. But even with the goblin reverted, they still need to find the actual person who was replaced who the goblins have been capturing.

## 5 - Arming Themselves

A successful TN 4 Skill test recalls that there is an old lady in the neighborhood who has a basement full of pickles she's made herself. The Blossoms must break into the house and steal the pickles. Of course, they will have to deal with **goblin** bodysnatchers along the way.

## 6 - Go Away, Goblins!

Armed with pickles, the girls return to the carnival. Every time they use a pickle against a human-looking carnival worker, they revert into weak **goblins** who immediately flee. Then, each person whose body the goblin stole reverts to their human form and joins the girls in the fight. Eventually, the goblins use their magic to move the carnival away from the town, realizing that they've lost.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Lie Detector Badge

**Earn by:** Succeeding on a Charm test made to determine if someone is telling the truth or not.

**Benefit:** +1 die to Charm tests made to see through lies and deception.

### Quick Thinking Badge

**Earn by:** Successfully thinking your way out of a Scrap.

**Benefit:** +1 die to Skill tests made to think your way out of a Scrap.

### Sales Badge

**Earn by:** Earning \$20 or more selling cookies in one day.

**Benefit:** +1 die to Charm tests made to sell goods and services, including cookie sales.

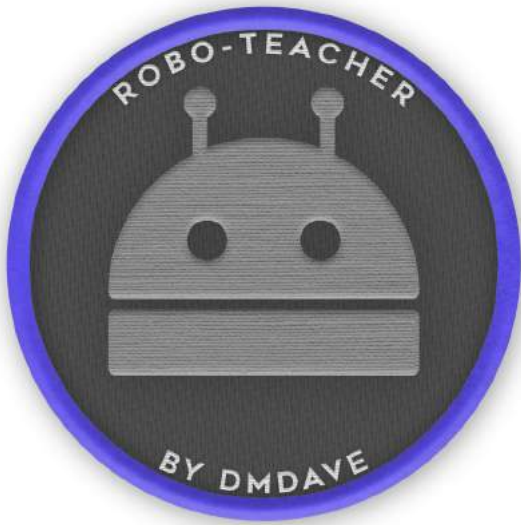
### Translator Badge

**Earn by:** Finding a way to communicate with someone that doesn't speak the same language as you.

**Benefit:** +1 die to Skill tests made related to understanding someone who doesn't speak your language.

### Sales Rewards

The carnival is a great opportunity to sell cookies. The girls earn three times as many sales from their Charm tests to sell cookies the first day of the carnival.



## Robo-Teacher

One of the Blossom's teachers is slowly transforming into a robot. The Blossoms must find a way to change him back.

This mystery is intended for three to five Blossoms. Detective and Entrepreneur Blossoms will be especially useful in this mystery.

## Background

Mr. Bill Johnson, a beloved teacher at the local high school, went on a hiking trip and accidentally stumbled upon a top-secret government experiment. Unknowingly, he became the test subject and started experiencing strange changes. It started small, with wires appearing under his fingernails and strange bolts on his arms, but it's getting worse. He's slowly transforming into a robot. Meanwhile, he's developed an obsession with Espy Rodriguez, the school guidance counselor, and hopes to convert her into a robot as well. As he becomes more and more machine-like, his behavior becomes erratic and dangerous.

## Outline

This mystery could play out as follows.

### 1 - Triple A Salad

The Blossoms become suspicious when Mr. Johnson starts to act strangely. They notice that he's been eating batteries in the teacher's lounge, which they find to be quite unusual behavior (even for a math teacher). If they confront Mr. Johnson about it, he mentions that while it might seem weird, he's never felt better. He started feeling this way after he went on a hiking trip.

### 2 - I've Got the Power

As time goes on, Mr. Johnson becomes more and more robotic, with strange powers and abilities that seem to be growing by the day. He can access the internet with just his mind and turn off the lights with just a snap of his fingers. Although he seems happy, the Blossoms and the school guidance counselor, Ms. Rodriguez, start to become worried about him. However, it's apparent that Mr. Johnson has developed a crush on Ms. Rodriguez—the lights get a little brighter any time she's near.

### 3 - Here Comes the Feds

**Government agents** suddenly show up at the school, interviewing the teachers and looking for someone. They show a particular interest in Mr. Johnson, who is conveniently absent that day. They have with them a **scientist** who mentions that something may have happened to him that has the potential to make him increasingly erratic. Ms. Rodriguez grows even more concerned about his well-being.

## 4 - He's a Car Guy

The Blossoms track down Mr. Johnson's house and find evidence of his transformation into a robot: there are half-eaten batteries everywhere, and he's pulled all his electronics apart. When they encounter him, he merges with his car and speeds away. A Blossom who succeeds on a TN 5 Skill test to make observations notices that he's headed back toward the school.

## 5 - Save Ms. Rodriguez

When the Blossoms return to school, they discover that Ms. Rodriguez has been captured by a strange-looking car. Just then, the town experiences a brown out, hinting that something is happening at the power station. The federal agents leave immediately, headed that way. A Blossom that succeeds on a TN 3 Skill test knows a shortcut to get to the power station before the feds do.

## 6 - Power Station Showdown

The Blossoms find Mr. Johnson at the power station, where he is trying to convert Ms. Rodriguez into a robot like him. The **government agents** arrive, but they can't reach Mr. Johnson to give him the antidote. The Blossoms will need to convince the **half-robot** Mr. Johnson that he's not well and needs the scientist's cure, doing so with a few TN 5 Charm tests. Once they convince him to accept the cure, the government agents cure him and he returns to normal. The government agents ask the Blossoms and the teachers for their discretion—and they're willing to buy a few boxes of cookies just to make sure they don't say anything.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Electrician Badge

**Earn by:** Making a successful Skill check related to repairing or using electronics.

**Benefit:** +1 die to Skill tests made to repair or use electronic devices.

### Negotiator Badge

**Earn by:** Successfully talking your way out of a Scrap.

**Benefit:** +1 die to Charm tests made to talk your way out of a Scrap.

### Matchmaker Badge

**Earn by:** Helping two people fall in love with each other.

**Benefit:** +1 die to Skill tests to sense whether or not someone has a crush or is in love with someone.

### Teacher's Pet Badge

**Earn by:** Saving a teacher from harm.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **teacher** to help.

### Sales Rewards

The government agents are willing to purchase plenty of cookies to ensure that the Blossoms and the teachers don't tell anyone about their experiments. Have the Blossoms make a group Charm test. They sell 3 boxes of cookies for every success they gain.



## Seven Daniel Kims

Five men who look exactly like one of the Blossoms' teachers turn up dead.

This mystery is intended for three to five Blossoms. Athlete and Enforcer Blossoms will be especially useful in this mystery.

### Background

In the late 1990s, the government was secretly experimenting with cloning technology to create perfect assassins. They needed someone who was highly skilled and had no ties to anyone, so they chose one of their best secret agents, a man named Jack. After successfully creating six clones of Jack, the government decided to shut down the project due to ethical concerns. Jack wasn't aware of the existence of the clones until recently, when he discovered they all lived in the same town. He successfully killed five of the clones, but failed to take out the final target, a clone going by the name of Daniel Kim, a teacher at the Blossoms' school.

## Outline

This mystery could play out as follows.

### 1 - The Five Daniel Kims

Five men turn up dead in nearby towns. Although they have different facial hair and other distinguishing features, they all look exactly like one of the schools' gym teachers, Mr. Daniel Kim. When the Blossoms go to school the next day, they discover that Mr. Kim is absent and they fear the worst.

### 2 - Assassin Jack

The Blossoms encounter a person that they think is Mr. Kim wandering around town. However, he doesn't seem to recognize them, and he looks thirty years older than Mr. Kim. Plus, he's wearing all black, which seems odd, because Mr. Kim prefers bright colors. Then, just moments later, at a different part of town, they see Mr. Kim again, this time young and wearing a completely different outfit.

If the Blossoms confront the second Kim, they learn that he is the man who is their teacher, and he is hiding out from a man who looks exactly like him. The man in black is Jack, the **assassin**.

### 3 - Running From Yourself

Shortly after the girls encounter the other Mr. Kim, the assassin Jack shows up. A high-speed chase ensues with all the girls crammed into Mr. Kim's station wagon with Jack close behind on a sleek, black motorcycle. The girls will need to come up with some clever ideas to stop the assassin during this hectic chase.

## 4 - Family Ties

Mr. Kim takes the Blossoms to his father's home by the lake. Mr. Kim's father, whose name is also Daniel, reveals that he is a **scientist**, and that the other five men were all clones made from the DNA of an assassin known only as Jack. Although they all had different adoptive mothers, he kept them close in order to keep tabs on them.

Mr. Kim's father suggests that they use a device he's created to implant Jack's training into Mr. Kim's mind so that he can fight back. Just as he's about to use it, the assassin Jack attacks and injures Mr. Kim's father.

## 5 - Gunfight at the Kims'

The girls must help protect Mr. Kim and his father from the assassin Jack while simultaneously trying to implant Jack's memories into Mr. Kim. Once they successfully give Mr. Kim Jack's memories, Mr. Kim becomes an assassin and he can fight back. And since he's nearly thirty years younger than the assassin Jack, he is stronger and faster than his genetic "sibling."

## 6 - Unlock Your Potential

A standoff occurs between Jack and the newly-empowered Mr. Kim. Although Mr. Kim has Jack's memories, he still has his own, and unlike Jack, Mr. Kim has compassion. His father is dying and he wants to help him. But the assassin Jack won't let up. The girls must negotiate with Jack and Mr. Kim to stop the fighting. If they do, the assassin Jack decides to let Mr. Kim live. Of course, Mr. Kim will have to deal with the fact that he is a clone and now has a whole new set of assassin skills.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Quick Thinking Badge

**Earn by:** Successfully thinking your way out of a Scrap.

**Benefit:** +1 die to Skill tests made to think your way out of a Scrap.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catching a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

### Teacher's Pet Badge

**Earn by:** Saving a teacher from harm.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **teacher** to help.

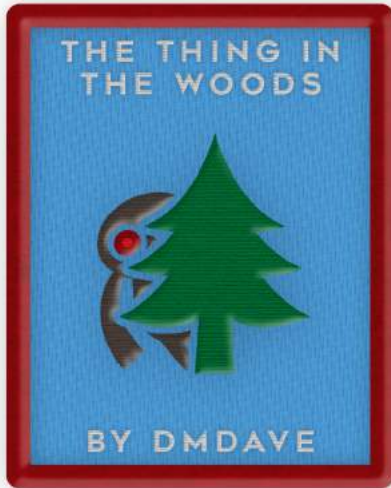
### Young Scientist Badge

**Earn by:** Successfully saving a scientist from danger.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **scientist** to help.

### Sales Rewards

It turns out that the assassin Jack actually has a bit of a sweet tooth. If the Blossoms prevent him from killing Mr. Kim and Mr. Kim's dad, he's willing to purchase 2d6 boxes of cookies from them.



## The Thing in the Woods

A creature composed of garbage, pine needles, and moss has been seen in the nearby woods.

This mystery is intended for three to five Blossoms. Scout and Detective Blossoms will be especially useful in this mystery.

### Background

There was once a reclusive artist named Janie who lived deep in the woods. She was known for her unique sculptures made from found objects in the forest. One day, Janie mysteriously disappeared, leaving her latest sculpture unfinished. Over time, the sculpture slowly transformed into a living creature made up of all the different things Janie had collected from the forest. The golem now roams the woods, seeking out new objects to add to its constantly evolving form. People who enter the woods at night have reported seeing strange movements and hearing eerie sounds. Some even claim to have been pursued by the golem.

### Outline

This mystery could play out as follows.

#### 1 - Camping Trip

While camping in the nearby woods, the Blossoms witness the strange creature made of various objects from the surrounding area. The creature scares the girls and quickly vanishes into the trees.

#### 2 - Monster Hunt

In the morning, the blossoms set out to search for the creature and find evidence of its presence. They can follow its tracks with a successful TN 5 Skill test. After searching for awhile, they encounter a mustachioed police officer named Officer Rodriguez, who assists them in their search. Officer Rodriguez mentions that there was an artist named Janie who often worked in the woods creating art objects. She used to create monsters that were made of things she found in the forest such as pine needles, moss, and trash. But she vanished a few months ago.

#### 3 - Clues

The girls can make TN 5 Skill tests to look for clues, finding a trail of discarded items with a success. Following the clues, they discover a small cave in the woods filled with Janie's art supplies and the elements that she used to create her art objects. Additionally, there is a patch of ground where it looks like there was a body buried. There's also a single bloody glove. Officer Rodriguez bags the glove as evidence. He then thanks the girls for their assistance and says that he's going to bring it back to the station to have it analyzed.

## 4 - Where's Officer Rodriguez?

The Blossoms go to the police station to learn more, but find out that Officer Rodriguez isn't actually a police officer. And nobody's turned in any evidence similar to what the girls described. The girls realize that they may have been duped. If they explain what happened to the real police, the police will say that they search the woods to see what they can learn, but don't seem too interested in solving the mystery (as is usually the case in the girls' town, see "Dreamweavers" to learn why).

## 5 - Return to the Woods

Returning to the woods, they are confronted by the **trash monster**, which turns out to be benevolent. The creature reveals a number of photographs showing that "Officer Rodriguez," the mustachioed man, actually knew the artist. It also reveals some drawings it made showing that the mustachioed man killed the artist. Once the girls understand what really happened, the monster offers the girls the other bloody glove.

## 6 - The Real Monster

The mustachioed man (**criminal**) returns armed with a pistol and admits that he was responsible for killing Janie, the monster's creator, claiming that it was a mistake. The monster attacks him. The girls must help as the monster is not as strong as it appears to be. It will be hard for the girls to escape this encounter with the mustachioed man without a Scrap. Once they succeed on the Scrap, they can call the real police and have the mustachioed man arrested.

## Rewards

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Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Bravery Badge

**Earn by:** Getting injured during a Scrap.

**Benefit:** Whenever you suffer an injury, you can choose to suffer embarrassment or stress instead so long as you aren't exhausted.

### Camping Badge

**Earn by:** Camping overnight.

**Benefit:** +1 die on Skill tests made related to camping.

### Martial Arts Badge

**Earn by:** Succeeding on a Toughness test made to deal damage with punches and kicks during a Scrap.

**Benefit:** +1 die to Toughness tests made to punch and kick.

### Tracker Badge

**Earn by:** Succeeding on a Skill test made to identify tracks.

**Benefit:** +1 die to Skill tests made to identify tracks.

### Sales Rewards

The police officers at the station may be willing to buy some cookies from the girls to make them feel better about the bad situation. Double the results for the girls' cookie selling check for that day.





## The Twilight Globes

Strange glowing globes appear in town at dusk, leading the Blossoms to discover invisible alien children who have been stranded on Earth. Can they help the aliens before they're discovered by authorities?

This mystery is intended for three to five Blossoms. Leader and Athlete Blossoms will be especially useful in this mystery.

### Background

The Blossoms and other people around town notice that there are strange, tiny, semi-transparent globes drifting around town just before the sun sets. These “Twilight Globes” are actually the children of an extraterrestrial race stranded on Earth. Their alien nature normally makes them invisible, but for some reason, they are visible during the dusk hours, when they wander the town searching for their parents. The Blossoms aren't the only ones to take notice of the globes. Government agents want to learn more about them and potentially capture them.

## Outline

This mystery could play out as follows.

### 1 - First Sighting

While finishing up their cookie sales for the evening, the Blossoms spot a series of strange, glowing globes floating around town just before sunset. As they investigate, a successful TN 6 Skill test lets them discover that the globes all converge on an old tree house in the park every night.

### 2 - Sunflower Snaps

The town is buzzing with talk of the glowing globes. Unmarked black SUVs with **government agents** start to appear on the streets. Meanwhile, one of the Blossoms discovers one of the globes tucked into an empty box of Sunflower Snap cookies. It turns out the globes like that type of cookie. The Blossoms can use the cookies to draw out the globes.

### 3 - What's On TV?

The Blossoms discover that the globes are able to affect TV and radio signals and communicate through cobbled-together images and sounds, even when they're invisible. This allows the Blossoms to communicate with them. The globes reveal that they are lost alien children searching for their parents and need the Blossoms' help to get to a larger receiver station. With a successful TN 4 Skill test, the Blossoms remember that there is an old, abandoned TV station on the other end of town.

### 4 - Caught by the Feds

The **government agents**, using special lenses and cages, capture the globes and

store them in a special containment facility set up in the back of a veterinarian's office. The Blossoms witness the event and must come up with a plan to rescue them.

**Additional Hook:** One of the people who works at the veterinarian's office could be a parent or older sibling of one of the Blossoms, making it easier for them to infiltrate the location in Part 5.

## 5 - Trip to the Vet

The Blossoms sneak into the veterinarian's office to save the globes. To get inside, the Blossoms can coax their way past the **government agents** using Charm, sneak inside using Toughness or Skill, or do something else creative that the Blossom players come up with. The scene ends with the Blossoms escaping from the federal agents with the rescued globes, possibly in a high-speed chase on their bikes with plenty of Toughness checks necessary to escape.

## 6 - Phoning Home

The Blossoms reach the old TV station and help the Twilight Globes contact their parents. Some of the Blossoms will need to help get the signal out using Skill tests while others will need to use Charm or Toughness to distract or fend off the **government agents**. The scene ends with one of the globes' parents—a iridescent globe the size of the entire TV station—descending from space to scoop up the little ones. The federal agents decide that they can't charge the girls with anything out of fear they'll draw too much attention to their secret organization. They warn the girls never to interfere again.

## Rewards

---

Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Astronomy Badge

**Earn by:** Recall an important fact or detail that helps with the mystery.

**Benefit:** +1 die to Skill tests made related to recalling facts and details.

### Electrician Badge

**Earn by:** Making a successful Skill check related to repairing or using electronics.

**Benefit:** +1 die to Skill tests made to repair or use electronic devices.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catching a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

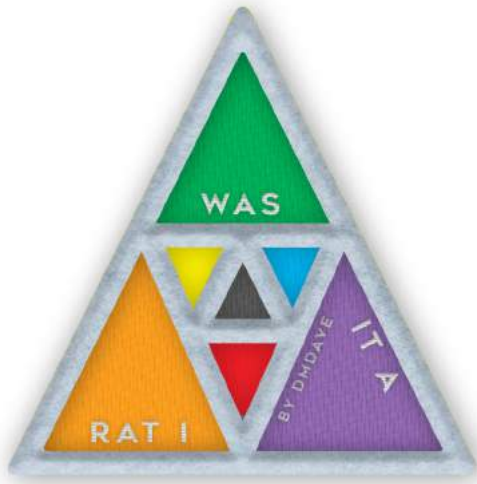
### Sales Badge

**Earn by:** Earning \$20 or more selling cookies in one day.

**Benefit:** +1 die to Charm tests made to sell goods and services, including cookie sales.

### Sales Rewards

The girls could blackmail the government agents with a TN 5 Charm test, selling 6d6 boxes of cookies with a successful result (for \$5 each) or half as many with a failed result.



## Was it a Rat I Saw?

The girls try to solve the mystery of the Elg'nairt, a triangular-shaped door in an overgrown empty lot.

This mystery is intended for three to five Blossoms. Blossoms with balanced ability scores will be especially useful in this mystery.

## Background

For as long as anyone can remember, there has been a strange, stone triangle door in a hidden corner of town. No one knows where the door came from or why it's there, but people have always been curious about it. Whenever someone walks through the door, they enter a different version of reality where everything looks the same, but there are no people or animals. The world is empty and silent, with only strange, two-dimensional creatures lurking in the shadows. This alternate reality is a reflection of our own world and the doorway connects these world.

## Outline

This mystery could play out as follows.

### 1 - The Elg'nairt

While selling cookies in a rough part of the neighborhood, the Blossoms stumble upon a triangular door frame in the middle of an overgrown empty lot. One of the girls believes that she sees a rat step into frame and vanish. Upon closer inspection, the frame is made of stone and has "Elg'nairt" written on it. Any Blossom who succeeds on a TN 5 Skill test recalls that it's been there for as long as anyone can remember, but no one knows where it came from or why it's there.

### 2 - Into the Esrevinu

If curiosity gets the best of the Blossoms and they step through the door, they find themselves in an alternate version of their town. It looks exactly the same, but there are no people or animals. They quickly discover strange blue-hued shadow creatures that are shaped like them, but are two-dimensional in nature. The creatures, called **wodahs**, emerge from the surroundings and chase the girls from the alternate dimension.

**Additional Hook:** If any of the girls have a palindrome name (like Anna or Eve), they cannot enter the Esrevinu.

### 3 - Wodahs

The Blossoms notice that they no longer cast shadows or give off reflections after their trip through the portal. They start to become ill and cold, as if something has been taken from them. A Blossom who stepped through the door can no longer gain the benefits of rest so long as they remain

affected.

To make matters worse, they also see the **wodahs** lurking in their world, always standing just outside their vision.

## 4 - The Forgotten House

After a successful TN 5 Skill test made to perform research, the Blossoms find out that the triangle door once stood in an empty house that never belonged to anyone.

Nobody remembers how it was built or why it was there. But one day, a teenager named Leon Noel burned it down in 1991. Now in his forties, Leon Noel is a janitor at the girls' school.

## 5 - Leon Noel

The Blossoms confront the **adult** Leon Noel about the house and the Elg'nairt. He tells them that the Elg'nairt is the doorway to an alternate universe called Esrevinu. The shadows from the Esrevinu come into being whenever someone steps through the gate. The shadows, which he calls "wodahs," feed on existence and eventually erase all memory of the person affected. Leon believes that the girls can stop the shadows by tricking them into going back through the Elg'nairt and giving them a name that reflects their incomplete existence.

## 6 - Palindromes

The Blossoms lure the wodahs to the Elg'nairt where they confront the wodahs and give them names. The only names that the shadow creatures will accept are the girls' names spelled backwards, creating a palindrome and completing the wodahs. Once the girls do this, the shadows return to Esrevinu and the girls regain their existence.

## Rewards

---

Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. Unfortunately, there are no sales-related rewards for this mystery.

### Explorer Badge

**Earn by:** Successfully explore a new location.

**Benefit:** +1 die on Initiative checks.

### Researcher Badge

**Earn by:** Succeed on a Skill test to perform research on a subject related to the mystery.

**Benefit:** +1 die on Skill tests made to perform research.

### Running Badge

**Earn by:** Successfully fleeing from a Scrap or catching a fleeing enemy.

**Benefit:** +1 die to Toughness tests made to run during the Running Phase.

### Sleuthing Badge

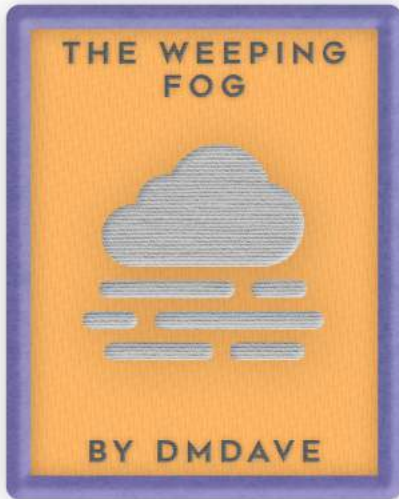
**Earn by:** Successfully finding a clue or noticing a detail that aids in solving the mystery.

**Benefit:** +1 die to Skill tests made to notice details and solve puzzles.

### Well-Rested Badge

**Earn by:** Finishing a rest after one of your ability scores drops to 0.

**Benefit:** You recover 1 extra damage per day.



## The Weeping Fog

A strange, sentient fog has appeared in the town, causing people to swap bodies.

This mystery is intended for three to five Blossoms. Scout and Detective Blossoms will be especially useful in this mystery.

### Background

Dr. Maria Jameson was a noted neurobiologist who was obsessed with finding a cure to her husband's catatonic condition. Using the latest nanotechnology available, Dr. Jameson created a cloud that could, in theory, restore her husband's mind. Unfortunately, it ended up transferring his thoughts into the cloud itself. Additionally, anyone who enters the cloud switches their mind with any other person or living creature in the cloud. The cloud caused Maria to switch minds with the family dog. Trapped in her dog's body, Maria's tried for weeks to restore her thoughts so she could aid her husband. Unfortunately, her husband's confused state is causing him to body-swap people all over town.

## Outline

This mystery could play out as follows.

### 1 - The Dog and Fog

As the Blossoms are out selling cookies, a strange **dog** starts barking at them. Before they can react, a thick fog overtakes them. They quickly become disoriented. Within the fog, they hear the sound of someone weeping and repeating a name, "Maria." Suddenly, the girls emerge from the fog, but something about them is different—they realize that they have switched bodies with each other. The girls maintain their own personalities, Skill, and Charm scores, but they exchange their appearances and Toughness scores.

### 2 - Who is Maria?

If the girls think to do some research, a successful TN 5 Skill test reveals that there was a woman named Dr. Maria Jameson who lived in town. Her husband, Phil, was in a catatonic state due to a car accident. A month ago, she tried to create a special treatment which would cure him, but there was an accident in the lab. Not only did she fail to cure him, but it seemingly drove her insane. She now lives in a special home, and Phil is in the care of his parents.

### 3 - Visiting Dr. Jameson

The girls can use Charm tests to get a visit with Dr. Jameson. When they visit her, they discover that she acts like a dog, barking, growling, scratching her ear with her foot, and so on.

### 4 - Follow That Dog

More people around town are getting body-

swapped by the mysterious weeping fog. If the girls perform a few Charm tests to learn more, they discover that all the body-swap victims see the strange dog right before the fog appears. If the Blossoms go to the last known site of the fog, they can find the dogs' prints which they can track with a successful TN 5 Skill test. The dogs' tracks lead to an old shed in the woods.

## 5 - Dr. Jameson's New Lab

Inside, they discover all sorts of stolen laboratory goods. The strange dog they saw is there. A Blossom that succeeds on a TN 5 Charm test realizes that the **dog** has the intelligence of a person—it's actually Dr. Maria Jameson. The accident in her lab caused her to switch places with her dog. Furthermore, it caused her husband to become a sentient fog cloud. The girls will need to find a way to communicate with the dog-version of Dr. Jameson. She's already figured out what went wrong with her last experiment, but her lack of opposable thumbs has made it impossible to do the work she needs to do. She asks the Blossoms to help.

## 6 - Fixing the Jamesons

While some of the Blossoms assist with the experiment, the others must find a way to draw her original body—inhabited by the mind of the Jamesons' dog—to the laboratory.

Once Dr. Jameson returns to her body, she's able to restore the minds of all the Blossoms. She returns her husband's mind to his catatonic body, realizing that she has a lot of work to do before she can find a way to help him.

## Rewards

---

Blossoms who successfully complete this mystery have the opportunity to earn one of the following badges plus any other badges you feel are appropriate for their actions. They also have a chance to sell a few extra cookies.

### Researcher Badge

**Earn by:** Succeeding on a Skill test to perform research on a subject related to the mystery.

**Benefit:** +1 die on Skill tests made to perform research.

### Tracker Badge

**Earn by:** Succeeding on a Skill test made to identify tracks.

**Benefit:** +1 die to Skill tests made to identify tracks.

### Translator Badge

**Earn by:** Finding a way to communicate with someone that doesn't speak the same language as you.

**Benefit:** +1 die to Skill tests made related to understanding someone who doesn't speak your language.

### Young Scientist Badge

**Earn by:** Successfully saving a scientist from danger.

**Benefit:** Once per Cookie Selling Season, the troop can call upon a **scientist** to help.

### Sales Rewards

Having been trapped in a dog's body for nearly a month, Dr. Jameson is very happy to purchase some cookies—3d6 boxes worth (for \$5 each).



## Chapter 5. Friends and Enemies

The mysteries in chapter 4 give the Blossoms plenty of opportunities to encounter friendly adults, kids, and police officers, as well as not-so-friendly creatures like aliens, vampires, and assassins. The statistics for these friends and enemies are included in this section.

Each creature's stat block contains the following information:

**Name.** This is the archetypal title for a given creature, identifying what it is in the game for your reference. You are free to change the name and alter it so it better fits your game.

**Hit Points.** When the Blossoms deal damage to enemies, they don't harm the enemies' stats, but instead reduce the enemy's hit points, regardless of the type of damage dealt. When an enemy's hit points

fall to 0, they fall unconscious, become overstressed, or suffer incredible humiliation.

**Morale.** Most friends and enemies have a morale score, which is the TN that the Blossoms roll against when checking for morale. If the creature doesn't have a morale score listed, it automatically possess all morale tests. Learn more about morale on page 15.

**Statistics.** Although friends and enemies rarely, if ever, roll dice in this game, the statistics are here in case you ever need them for the Blossom's benefit.

**Attacks.** The attacks section lists most of the attacks that the creature has available to it. The word in parenthesis refers to the phase of a Scrap in which the enemy can use that attack (Fight for Fighting, Think for Thinking, and Run for Running). The attack

also lists the amount and type of damage that the creature does. T is for Toughness, S is for Skill, and C is for Charm.

**Protection.** Some creatures have a special value called protection, typically a number between 1 and 3. When a creature with protection takes damage, subtract the creature's protection value from the amount of damage dealt. Words placed in parentheses after the protection value identify any special types of damage that overcome the creature's protection. For example, a werewolf has "Protection 2 (silver)", which means it subtracts 2 from all damage it receives unless it takes damage from a silver weapon.

**Special.** If the creature has any special attacks, defenses, or other abilities, they're listed in the special section of the creature's stat block. Some of the effects require the creature to use its action and identifies the phase during a Scrap in which that action must be used. Others are passive effects.

## Helpers

Many of the badges earned in the game allow the Blossoms to call upon a friend (or sometimes an enemy) during the cookie selling season, often as a way to repay a favor for rescuing or helping the friend/enemy in some way during a previous adventure. Such creatures are always friendly toward the Blossom who called them, meaning that they will help wherever they can, but might not jeopardize their life to do so.

Helpers usually take 4d6 hours to arrive after called, and they remain for another 4d6 hours or until they perform whatever favor they were called upon to perform.

If a helper is injured or the Blossoms do something to anger a helper after they are

called upon, that helper may not help the Blossoms the next time they are called (GM's discretion).

## Friends and Enemies

The friends and enemies are listed in alphabetical order.



## Adult

---

**Hit Points:** 2

**Morale:** TN 4

**Stats:** S2 T2 C2

**Protection:** —

**Attacks:**

- *Chastise (T):* 1C
- *Punch/Kick (F):* 1T

**Special:** —

Adults in *Badge Quest* typically serve as authority figures or potential obstacles to the girls' investigations. They may offer guidance and support, but often underestimate the girls' abilities to solve mysteries.



## Alien

---

**Hit Points:** 2

**Morale:** TN 5

**Stats:** S3 T2 C1

**Protection:** —

**Attacks:**

- *Psychic Attack (T)*: 1S
- *Sci-Fi Weapon (F)*: 1T

**Special:** Aliens often disguise themselves as humans. However, their disguises are never perfect. Blossoms get +1 die to Skill tests to see through an alien's disguise.

An alien is an extraterrestrial life form that interacts with the Blossoms in various mysteries, often introducing them to new worlds and technologies beyond their understanding.

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## Assassin

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**Hit Points:** 4

**Morale:** TN 6

**Stats:** S5 T5 C2

**Protection:** —

**Attacks:**

- *Punch/Kick (F)*: 1T
- *Pistol (F)*: 1d6T (long-range)

**Special:** The assassin makes two attacks per round.

An assassin is skilled in the art of killing and is usually hired by other NPCs to eliminate their targets. They are often portrayed as silent, deadly, and dangerous individuals who can be difficult to defeat in combat.

## Bully

---

**Hit Points:** 2

**Morale:** TN 3

**Stats:** S1 T3 C1

**Protection:** —

**Attacks:**

- *Name-Calling (T)*: 1C
- *Punch/Kick (F)*: 1T

**Special:** The bully tests for morale whenever they start a round with less than their maximum hit points.

A bully is a character in the game who seeks to intimidate and harm other characters, often targeting weaker or more vulnerable characters for their actions.

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## Cat

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**Hit Points:** 1

**Morale:** TN 4

**Stats:** S2 T1 C2

**Protection:** —

**Attacks:**

- *Claw (F)*: 0 or 1T\*

**Special:** The cat only deals damage when a Blossom rolls at least one 1 on her defense roll. All other failed defense tests are superficial scratches.

Cats in *Badge Quest* are either pets or stray animals and often flee before a Scrap even begins.

## Criminal

---

**Hit Points:** 2

**Morale:** TN 4

**Stats:** S2 T3 C2

**Protection:** —

**Attacks:**

- *Punch/Kick (F)*: 1T
- *Pistol (F)*: 1d6T (long-range)

**Special:** Increase the TN to flee from or catch a criminal by 1.

Criminals are often adults who engage in unlawful activities such as theft, murder, and deception. They typically pose a threat to the Blossoms and are often antagonists in the story.

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## Demon, Minor

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**Hit Points:** 3

**Morale:** TN 5

**Stats:** S3 T3 C3

**Protection:** 1 (magic)

**Attacks:**

- *Evil Magic (T)*: 1S (mid-range)
- *Claws (F)*: 1T

**Special:** The demon can use its action during the Running Phase to teleport away from combat. The Blossoms may not use a test to capture it.

A minor demon is a lower-level demonic entity that typically lacks significant power and intelligence compared to higher-ranking demons. They are often used as foot soldiers or minions by more powerful demon lords.

## Dog

---

**Hit Points:** 2

**Morale:** TN 5

**Stats:** S2 T2 C2

**Protection:** —

**Attacks:**

- *Bite (F)*: 1T

**Special:** Increase the TN to flee from or catch a dog by 1.

Dogs in *Badge Quest* are either pets or stray animals and often flee before a Scrap even begins.

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## Dream Minion

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**Hit Points:** 2

**Morale:** TN —

**Stats:** S2 T— C2

**Protection:** —

**Attacks:**

- *Dream Attack (F)*: 1C

**Special:** Once per Scrap, a dream minion can use its action during the Talking Phase to appear as something that terrifies the Blossoms. The Blossoms must test TN 5 Charm or become paralyzed with fear for 1 round, unable to act.

A dream minion is a creature that inhabits dreams and feeds on the dreamer's subconscious fears and anxieties. They are often shapeless and can change form depending on the dreamer's emotions.

## Dreamweaver

---

**Hit Points:** 3

**Morale:** TN —

**Stats:** S3 T— C5

**Protection:** —

**Attacks:**

- *Dream Attack (F)*: 1d6C

**Special:** Once per Scrap, a dream minion can use its action during the Talking Phase to appear as something that terrifies the Blossoms. The Blossoms must test TN 6 Charm or become paralyzed with fear for 1 round, unable to act.

A dreamweaver is a powerful being that can manipulate and control dreams. They can appear in different forms and can either help or harm those they encounter in the dream world.

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## Ghost

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**Hit Points:** 2

**Morale:** TN —

**Stats:** S2 T— C3

**Protection:** 1 (electricity)

**Attacks:**

- *Ghost Touch (F)*: 1C

**Special:** Once per Scrap, the ghost can use its action during the Talking Phase to possess a target. The target must succeed on a TN 5 Charm test or become possessed until the target takes damage.

A ghost is the spirit or soul of a deceased person or animal that can appear to the living. They are typically associated with haunted places, objects, or people and are often believed to be the result of unfinished business or trauma.

## Goblin

---

**Hit Points:** 1

**Morale:** TN 3

**Stats:** S1 T1 C11

**Protection:** —

**Attacks:**

- *Bite/Punch (F):* 1T

**Special:** The goblin is highly allergic to pickles and pickle juice. Decrease the TN to attack and defend against a goblin by 1 whenever it can smell pickles.

A goblin is a mischievous and cunning creature that is known for stealing valuable items from humans and taking their identities. However, they have a peculiar weakness to pickles that can cause them to become extremely ill (or even die).

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## Government Agent

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**Hit Points:** 3

**Morale:** TN 6

**Stats:** S3 T4 C2

**Protection:** —

**Attacks:**

- *Intimidate (T):* 1C
- *Punch/Kick (F):* 1T
- *Pistol (F):* 1d6T (long-range)

**Special:** Once per Scrap, a government agent can use its action during the Talking Phase to call for backup. 1d6 government agents show up in 1d6 rounds. Agents called this way can't use this special feature.

A government agent serves as a representative or operative of a particular government agency.

## Grim Reaper

---

**Hit Points:** 4

**Morale:** TN —

**Stats:** S4 T4 C14

**Protection:** 1 (magic)

**Attacks:**

- *Death Touch (F)*: 1S + 1T + 1 C

**Special:** The first time a Blossom learns a grim reaper's true nature, the Blossom must succeed on a TN 5 Charm test or become paralyzed for 1 round.

The grim reaper is often depicted as a tall, shadowy figure wearing a hooded cloak and carrying a scythe. It is said to be a personification of death, whose role is to guide souls to the afterlife.

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## Half-Robot

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**Hit Points:** 4

**Morale:** TN —

**Stats:** S4 T5 C1

**Protection:** 1

**Attacks:**

- *Punch/Kick (F)*: 2T
- *Electric Beam (F)*: 1T (short-range)

**Special:** The half-robot can use its action during the Running Phase to recover 1d6 Hit Points up to its maximum.

A half-robot is a being that is part-human and part-machine. They may have cybernetic implants, prosthetic limbs, or other technological enhancements that augment their abilities.

## Kid

---

**Hit Points:** 1

**Morale:** TN 4

**Stats:** S1 T1 C1

**Protection:** —

**Attacks:**

- *Punch/Kick (F):* 0 or 1T\*

**Special:** The kid only deals damage when a Blossom rolls at least one 1 on her defense roll. All other failed defense tests are superficial bruises and scratches.

A kid is a young human being typically between the ages of 5 and 12, characterized by their innocence, curiosity, and playful nature. They are often inquisitive, imaginative, and full of energy, and enjoy exploring and learning about the world around them.

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## Monster Hunter

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**Hit Points:** 3

**Morale:** TN 6

**Stats:** S4 T4 C2

**Protection:** —

**Attacks:**

- *Punch/Kick (F):* 1T
- *Pistol (F):* 1d6T (long-range)

**Special:** Monster hunters that have had time to prepare deal double damage to monsters and other supernatural creatures.

A monster hunter is an expert who specializes in hunting down and neutralizing dangerous creatures that pose a threat to humanity. They use esoteric knowledge, equipment, and skills to track, capture or destroy these monsters.



## Police Officer

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S3 T3 C2

**Protection:** —

**Attacks:**

- *Punch/Kick (F)*: 1T
- *Pistol (F)*: 1d6T (long-range)

**Special:** Once per Scrap, a police officer can use its action during the Talking Phase to call for backup. 1d6 police officers show up in 1d6 rounds. Officers called this way can't use this special feature.

A police officer is a law enforcement official responsible for maintaining public safety and order, preventing and detecting crimes, and apprehending criminals.

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## Possessed Doll

**Hit Points:** 2

**Morale:** —

**Stats:** S2 T1 C12

**Protection:** 1 (magic)

**Attacks:**

- *Punch/Kick (F)*: 0 or 1T\*

**Special:** The doll only deals damage when a Blossom rolls at least one 1 on her defense roll. All other failed defense tests are superficial bruises. Additionally, increase the TN to flee from or catch a possessed doll by 1.

A possessed doll is a toy that has been taken over by a malevolent spirit, giving it a life of its own. It may move, speak, or act in unexpected and frightening ways.

## Possessed Kid

---

**Hit Points:** 3

**Morale:** —

**Stats:** S2 T2 C2

**Protection:** 1 (magic)

**Attacks:**

- *Punch/Kick (F):* 0 or 1T\*
- *Projectile Vomit (F):* 1C (short-range)

**Special:** When a possessed kid takes damage, the malevolent spirit may escape. Roll a d6. On a result of 5 or 6, the spirit leaves the body.

A possessed kid is a child who has been taken over by a malevolent spirit or demon, causing them to act out in strange and violent ways beyond their control. They may exhibit unnatural strength, speak in strange tongues, and show a lack of empathy.

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## Pterodactyl

---

**Hit Points:** 4

**Morale:** TN 5

**Stats:** S2 T6 C1

**Protection:** —

**Attacks:**

- *Bite/Claw (F):* 2T

**Special:** Blossoms automatically lose tests to catch a fleeing pterodactyl unless the Blossoms have a way to fly.

A pterodactyl is a type of flying reptile from the Cretaceous era that lived alongside dinosaurs. They had wingspans ranging from a few feet to over 30 feet and were likely carnivorous, feeding on fish and small animals.

## Rusalka

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S2 T2 C16

**Protection:** 1 (magic)

**Attacks:**

- *Drown (F):* 1d6T

**Special:** A rusalka can use its action during the Talking Phase to charm a target with its song. Blossoms that can hear it must test TN 6 or follow the rusalka's commands for 10 rounds.

A rusalka is a Slavic water spirit or nymph that is known for being dangerous to humans, particularly men. They are believed to reside in bodies of water such as rivers and lakes and are often associated with drowning people who enter their territory.

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## Scientist

---

**Hit Points:** 2

**Morale:** TN 5

**Stats:** S4 T1 C12

**Protection:** —

**Attacks:**

- *Logical Argument (T):* 1S
- *Punch/Kick (F):* 1T

**Special:** —

A scientist is an expert in one or more fields of science who conducts research and experiments to explore and understand the natural world. They use the scientific method to formulate hypotheses, test theories, and develop new technologies or products.

## Superbrain

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S6 T2 C2

**Protection:** —

**Attacks:**

- *Psychic Attack (T):* 1d6S
- *Telekinesis (F):* 1T

**Special:** Superbrains anticipate attacks before they occur. Increase the TN for attacks made against a superbrain by 1.

A superbrain is an altered human with an extra-large brain and psychic powers, able to process information and solve problems at a heightened level beyond the capabilities of an average person. They may also possess telepathy, precognition, or other psychic abilities.

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## Supernatural Dandelion

---

**Hit Points:** 1

**Morale:** TN —

**Stats:** S1 T1 C1

**Protection:** 1 (magic)

**Attacks:** None

**Special:** Once per Scrap, the supernatural dandelion can spread its seeds. Each creature within short-range must succeed on a TN 3 Toughness test or take 1T damage.

Supernatural dandelions are magical flower-like weeds that are especially difficult to kill. They spread exponentially.

## Supernatural Dandelion, Massive

---

**Hit Points:** 10

**Morale:** —

**Stats:** S— T10 C—

**Protection:** 2 (magic)

**Attacks:**

- *Tendrils (F)*: 1d6T (short-range)

**Special:** Once per Scrap, the supernatural dandelion can spread its seeds. Each creature within short-range must succeed on a TN 5 Toughness test or take 1T damage.

Supernatural dandelions are magical flower-like weeds that are especially difficult to kill. They spread exponentially. Sometimes, they can grow as large as a 30-story building.

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## Time Traveler

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S4 T3 C2

**Protection:** 1 (electricity)

**Attacks:**

- *Punch/Kick (F)*: 1T
- *Sci-Fi Weapon (F)*: 1T (mid-range)

**Special:** Once per Scrap, the Time Traveler can reset time, forcing a Blossom to reroll any test. The Blossom must take the new test result.

A time traveler is someone who can move between different points in time, either through advanced technology or magical means, and can interact with events and people in the past, present, or future.

## Trash Monster

---

**Hit Points:** 3

**Morale:** TN 4

**Stats:** S1 T5 C1

**Protection:** 1 (fire)

**Attacks:**

- *Punch/Kick (F):* 1 T

**Special:** The trash monster makes two attacks per round. The trash monster recovers 1 HP each turn up to its hit point maximum.

A trash monster is a creature made of garbage and waste that has come to life. It wanders the streets, alleys, and landfills looking for more garbage to consume and grow stronger.

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## Tyrannosaurus Rex

---

**Hit Points:** 6

**Morale:** TN 5

**Stats:** S2 T6 C1

**Protection:** 1

**Attacks:**

- *Bite (F):* 1d6T

**Special:** Increase the TN to flee from or catch a tyrannosaurus rex by 1.

The tyrannosaurus rex, or T-rex for short, was a large carnivorous dinosaur that lived during the Late Cretaceous period, about 68-66 million years ago. It was one of the last dinosaur species to exist before the mass extinction event that wiped out all non-avian dinosaurs.

## Vampire

---

**Hit Points:** 4

**Morale:** TN 6

**Stats:** S4 T5 C4

**Protection:** 1 (magic or silver)

**Attacks:**

- *Charming Gaze (T):* 1d6C
- *Bite (F):* 1T

**Special:** A Blossom whose Toughness is reduced to 0 by a vampire returns as a vampiric minion in 24 hours. Increase the TN to flee from or catch a vampire by 1.

A vampire is a mythological creature that feeds on the blood of humans or animals to survive. They are often depicted as having superhuman strength, speed, and agility, as well as the ability to transform into bats or wolves.

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## Vampiric Minion

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S3 T4 C3

**Protection:** 1 (magic or silver)

**Attacks:**

- *Bite (F):* 1T

**Special:** Increase the TN to flee from or catch a vampiric minion by 1.

A vampiric minion is a human or animal that has been bitten by a vampire and transformed into a servant of the vampire, with the ability to drink blood and perform tasks on the vampire's behalf.

## Werewolf

---

**Hit Points:** 3

**Morale:** TN 5

**Stats:** S4 T3 C2

**Protection:** 1 (magic or silver)

**Attacks:**

- *Bite/Claw (F):* 1T

**Special:** A Blossom bitten by a werewolf must succeed on a TN 6 Toughness test or contract werewolf lycanthropy. Increase the TN to flee from or catch a werewolf by 1.

A werewolf is a human who can transform into a wolf or a hybrid wolf-like creature during a full moon. In their transformed state, they possess enhanced senses, strength, and speed, but are vulnerable to silver.

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## Witch

---

**Hit Points:** 4

**Morale:** TN 5

**Stats:** S5 T3 C14

**Protection:** 1 (magic)

**Attacks:**

- *Hex (T):* 1C
- *Curse (F):* 1S

**Special:** Once per Scrap, the witch can magically transform a Blossom into a small animal. The target must succeed on a TN 4 Charm test or become the animal for 24 hours. The animal has 1 in each of its stats and can't make attacks.

A witch is a person, usually female, who practices magic and utilizes spells and potions to achieve desired outcomes.



## Wodah

---

**Hit Points:** 2

**Morale:** —

**Stats:** S2 T – C2

**Protection:** 1 (magic)

**Attacks:**

- *Shadow Touch (F):* 1C

**Special:** Wodah's deal double damage to the creature that they are tied to in the real world.

Wodahs are shadow-like creatures that come from the reverse mirror dimension, Esrevinu. They often seek to absorb the life from whatever creature they are tied to in the real world.

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## Zombie Kid

---

**Hit Points:** 1

**Morale:** —

**Stats:** S1 T1 C11

**Protection:** —

**Attacks:**

- *Punch/Kick (F):* 1T

**Special:** If a Blossom successfully attacks a zombie kid but doesn't roll at least one 6, the attack does not deal any damage to the zombie kid.

A zombie kid is an undead creature that has risen from the dead and lost its former self, now mindlessly wandering and seeking fresh brains to feed on. Its appearance is usually pale and sickly, with ragged clothes and skin falling off the bones.

# Appendix A. Random Events

Sometimes, the Blossoms need a break from their ordinary sales activities and mysteries, or you might need to shake things up a little, especially if the current mystery you're running feels predictable or the players don't seem interested.

Whenever this occurs, roll two six-sided dice. One of the dice counts as the 10s place and the other die is the ones place (this is often called d66). Refer to the tables below to determine what happens.

d66	Random Event
11	The girls stumble upon a lost <b>dog</b> . The dog belongs to a nearby <b>adult</b> .
12	A gust of wind knocks over the girls' cookie stand, wagon, or boxes, scattering cookies everywhere. They lose 2d6 x \$5 worth of product.
13	The Blossoms run into an <b>adult</b> neighbor who's working in her garden. The neighbor shares a piece of random news related to one of the mysteries.
14	A car backfires. All of the girls must make TN 5 Charm tests or become started, dropping a box of cookies. Each dropped box costs the girls \$5.
15	A thunderstorm rolls in unexpectedly. If the girls don't take cover, the rain will ruin 2d6 x \$5 worth of product.
16	The girls get lost on their way to a customer's house and end up in a different neighborhood. A Blossom must succeed on a TN 5 Skill test to find their way back. Each test related to this takes up 1 hour of the girls' selling time.
21	The Blossoms come across a group of skateboarding kids doing tricks. Roll a d6 to determine the kids' starting disposition: 1—unfriendly, 2 to 5—indifferent, 6—friendly.
22	A group of 1d6+1 rowdy <b>kids</b> steal the Blossoms' cookies and run off. If the girls can't catch them, they lose 2d6 x \$5 worth of product.
23	The girls stumble upon a mysterious old house and decide to investigate. This could lead to the mystery 1527 Lulu Avenue (see page 30).
24	A friendly <b>cat</b> follows the Blossoms around as they sell cookies.
25	The girls witness a car accident. There might be injured people.
26	A kind elderly <b>adult</b> invites the girls inside for some hot cocoa. Roll a d6. On a result of 1, the lady is actually a <b>witch</b> .

d66	Random Event
31	The Blossoms encounter a kid who's practicing his magic tricks.
32	A swarm of bees interrupts the girls' cookie sales and they have to quickly pack up and move locations. They lose 1 hour of cookie selling time that day.
33	The girls stumble upon a carnival that's in town. See 'The Mystic Masquerade' mystery on page 54 for details.
34	The Blossoms come across a snake in the grass. Each girl must succeed on a TN 4 Skill test or take 1T damage.
35	The girls accidentally sell a box of cookies to someone who's allergic to one of the ingredients.
36	The Blossoms witness a small fire in a neighbor's backyard. If they don't intervene, the fire could spread.
41	A group of 1d6 <b>bullies</b> harrasses the Blossoms.
42	A lost <b>kid</b> asks the Blossoms to help them find their parents.
43	A neighbor ( <b>adult</b> ) invites the girls to take a dip in their pool on a hot day. If the Blossoms agree, the adult offers to buy 1d6 + 1 boxes of cookies.
44	The Blossoms come across a street performer ( <b>adult</b> ).
45	The girls encounter a group of skateboarders ( <b>kids</b> ) doing graffiti and have to decide whether to tell the authorities or not.
46	The Blossoms witness a suspicious person lurking around their neighborhood and decide to investigate. This could lead to any of the mysteries.

<b>d66</b>	<b>Random Event</b>
51	The Blossoms get lost while taking a shortcut. The Blossoms can find their way back with a successful TN 5 Skill test. If the test fails, they lose 1 hour of cookie selling time that day.
52	The Blossoms witness a group of 1d6 <b>bullies</b> picking on another <b>kid</b> .
53	The girls come across a mysterious treasure map.
54	While selling cookies, the Blossoms discover that their competitors have been counterfeiting their cookies and selling them at a discount.
55	One of the Blossoms discovers that her bike (or some other expensive item) has been stolen.
56	While walking through the park, the Blossoms witness an <b>adult</b> being mugged by 1d6 <b>criminals</b> and have to decide whether to intervene or call for help.
61	The girls come across a yard sale and start browsing through the items. There is a chance that the girls find valuable equipment at half the normal price.
62	While selling cookies, one of the girls realizes she's made a mistake with the math. Roll 1d6 and subtract 3. If the result is positive, the earn 5 times that amount. If the result is negative, they lose 5 times that amount.
63	The Blossoms encounter a group of rowdy <b>kids</b> who are causing trouble in the neighborhood.
64	A neighbor ( <b>adult</b> ) accuses the girls of stealing their garden gnome and threatens to call the police.
65	The Blossoms get lost in a dense fog. They must find their way out with a successful TN 6 Skill test. This event might potentially lead to the mystery, The Weeping Fog (see page 60).
66	One of the Blossoms accidentally locks herself out of her house while her parents are away, and she has to figure out how to get back inside without their help.

# Appendix B. Random Names

Need a quick name? Roll two six-sided dice. Use the first result as the tens place and the second result as the ones place (also called d66), then reference the table below.

Although the names on the table are gendered, you are free to use whatever name you feel is most appropriate for the person that you're applying it to.

d66	Boy Names	Girl Names
11	Aiden	Abigail
12	Alexander	Addison
13	Andrew	Amelia
14	Benjamin	Annie
15	Brandon	Aurora
16	Caleb	Ava
21	Carter	Caroline
22	Christopher	Charlotte
23	Daniel	Chloe
24	David	Eleanor
25	Dylan	Elizabeth
26	Elijah	Ellie
31	Ethan	Emily
32	Gabriel	Emma
33	Isaac	Evelyn
34	Isaiah	Grace
35	Jackson	Hannah
36	Jacob	Harper

d66	Boy Names	Girl Names
41	James	Isabella
42	John	Katherine
43	Joseph	Leah
44	Liam	Lily
45	Logan	Madison
46	Lucas	Maya
51	Mason	Mia
52	Matthew	Natalie
53	Michael	Olivia
54	Nathan	Penelope
55	Nicholas	Ruby
56	Noah	Scarlett
61	Owen	Sofia
62	Ryan	Sophia
63	Samuel	Stella
64	Tyler	Victoria
65	William	Vivian
66	Zach	Zoe

## Index

- ability points 9
- ability scores 7
  - Charm 7, 9
  - Skill 7, 8
  - Toughness 7, 9
- ammunition 17
- archetypes 9
  - Athlete 10
  - Budding Blossom 10
  - Detective 10
  - Enforcer 10
  - Entrepreneur 10
  - Leader 9–10
- area 17
- attacks 15
  - melee 15
  - ranged 15
- badges 8, 27
  - Animal Companion 37
  - Animal Tamer 39
  - Archery 8
  - Astronomy 8
  - Bravery 51, 53, 55, 63
  - Compassion 33, 39, 45
  - Cooking 8
  - Copper Seller 28
  - Crimefighter 37
  - Dancing 8
  - Defender 37, 53
  - Drama 8
  - Dream Warrior 43
  - Dreamweaver's Ally 43
  - Elder Care 47
  - Electrician 47
  - Explorer 65
  - First Aid 8
  - Follow Your Dreams 43
  - Gold Seller 28
  - Hiking 8
  - Hunter's Helper 49
  - Just-Say-No 35
  - Knot Tying 8
  - Lie Detector 55, 57
  - Lipreader 31
  - Locksmith 31, 33, 49
  - Martial Arts 8, 33, 63
  - Matchmaker 59
  - Nature's Ally 45
  - Negotiator 33, 45, 49, 59
  - Observant 41
  - Pack Leader 51
  - Public Speaking 8
  - Quick Thinking 33, 53, 57, 61
  - Researcher 31, 43, 47, 67, 69
  - Running 33, 47, 51, 61, 65, 67
  - Sales 8, 31, 57, 65
  - Silver Seller 28
  - Sleuthing 8, 51, 67
  - Sports 49, 53, 55
  - starting 8
  - Supersneak 41
  - Teacher's Pet 59, 61
  - Timekeeper 39
  - Tracker 39, 63, 69
  - Translator 57, 69
  - Weed-Killer 41
  - Well-Rested 67
  - Witch's Familiar 55
  - Young Scientist 35, 41, 61, 69
- carrying capacity 9
- Cookie Selling Season 25–27
  - cookie sales check 25–26
  - mystery hooks 26
  - rewards 27
  - season's end 27
- crit 15
- damage 16
  - enemies and damage 16
- Declaration Phase 13
- defense 15
- dice pool 12
- equipment 11, 18
  - bicycle 18
  - binoculars 18
  - Canteen 18
  - Cell phone 18
  - cookie sales sign 18
  - field guide 11, 18
  - flashlight 18
  - lucky charm 11, 18
  - signal mirror 18
  - snacks 18
  - special 11, 18
  - tent 18
  - trading cards 18
  - wagon 11, 18
  - whistle 18
- Fighting Phase 13–15
- friends and enemies 70–87
  - adult 71
  - alien 72
  - assassin 72
  - attacks 70–71
  - bully 73

- cat 73
- criminal 74
- demon, minor 74
- dog 75
- dream minion 75
- Dreamweaver 76
- ghost 76
- goblin 77
- government agent 77
- grim reaper 78
- half-robot 78
- Helpers 71
- hit points 16, 70
- kid 79
- monster hunter 79
- morale 70
- name 70
- police officer 80
- possessed doll 80
- possessed kid 81
- protection 71
- pterodactyl 81
- rusalka 82
- scientist 82
- special 71
- statistics 70
- superbrain 83
- supernatural dandelion 83
- supernatural dandelion,
  - massive 84
- time traveler 84
- trash monster 85
- tyrannosaurus rex 85
- vampire 86
- vampiric minion 86
- werewolf 87
- witch 87

- wodah 88
- zombie kid 88
- fumble 15
- game modes 20
  - downtime 21
  - exploration mode 20
  - roleplaying mode 20–21
  - scrap mode 21
  - setup mode 21
- game time 19–20
- Game Master 7
- GM (see Game Master)
- Improvising 23
- Initiative 13
- Injury 16
- items (see equipment)
- morale 15–16
- mysteries
  - 1527 Lulu Avenue 30–31
  - background 29
  - Boys Are Gross 32–33
  - Brain Juice 34–35
  - Cat Burglars 36–37
  - Cretaceous Crisis 38–39
  - Dandelions 40–41
  - Dreamweavers 42–43
  - Dwellers in the Lake 44–45
  - Kevin the Reaper 46–47
  - Let's Get Pie at Brams 48–49
  - Mrs. Mayfield's Secret 50–51
  - My Doll, Abby 52–53
  - Outline 29
  - rewards 29
  - Robo-Teacher 58–59
  - Seven Daniel Kims 60–61
  - Synopsis 29
  - The Meanie Dead 52–53

- The Mystic Masquerade 54–55
- The Thing in the Woods 56–57
- The Twilight Globes 58–59
- The Weeping Fog 60–61
- Was It a Rat I Saw? 62–63
- narration 21–22
- pacing 22
- preparation time 20
- props 23
- range 17
- resolve 14
- Running Phase 14
- Scraps 13–15
- special attacks 14
- stress 16
- talking 14
- target number 7
- tests 7, 12–13
- thinking 14
- Thinking Phase 14
- thrown weapon 17
- TN (see target number)
- Troubleshooting 24
- Weapons 17
  - baseball bat 17
  - bb gun 17
  - fire cracker 17
  - pepper spray 17
  - punch and kick 17
  - rock 17
  - slingshot 11, 17
  - Swiss Army Knife 11, 17
  - switch blade 17
- your story 11

# Badge Quest

Skill

Stress

○ ○ ○ ○

Toughness

Injuries

○ ○ ○ ○

Charm

Embarrassment

○ ○ ○ ○

Blossom's Name	Age
Player's Name	

Archetype & Archetype Features

Equipment	Money
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## Badges

Large empty box for listing badges, with horizontal lines for writing.

Appearance

Your Story



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